KINGDOM DEATH

# 1.6 Community Edition Changelog (v.2.6)

The Community Edition (CE) of *Kingdom Death* 1.6 is a project created and designed by members of the Lantern's Reign - Kingdom Death Discord. If you have any questions regarding the Community Edition, feel free to join the Discord server and reach out to the team for answers.

## Our Purpose:

The purpose of the Community Edition is to rebalance existing elements in *Kingdom Death: Monster* to allow players more options without undermining the game's core design. The CE team aims to work alongside the *Kingdom Death* community to develop a more nuanced gaming experience—incorporating smart fixes for artificial difficulty gotchas and lackluster gear. Notable changes to *Kingdom Death: Monster* created for the Community Edition project will be documented in this file. The Community Edition team carefully considers and play-tests each of the updates introduced here.

This release includes changes to:

- Weapon proficiencies, gear, armor sets, and settlement locations.
- Settlement events, innovations, secret fighting arts, story events, and monster rewards.
- It also adds a strange resource card for the Coffin Bone and a new armor set as well!
- Content introduced in the Legendary Card Pack and the Kingdom Death 1.6 Core game updates.

We will continue to work on further releases as well as "bug fixes" to existing Community Edition content and hope that you look forward to our next release. The various *Kingdom Death: Monster* expansions will be considered in the third release of the CE.

# Changes / Updates / Bug Fixes v.1.0 → v.1.01

## CE Weapon Specializations & Masteries

- Updated CE Dagger Specialization
  - Text updated to clarify intention:
    - When you *draw* a trap, it triggers. When you *reveal* a trap, you may place it back on top of the hit location deck in any order, without triggering.
- Updated CE Club Specialization
  - Text revised to be consistent with other specializations.
- Updated CE Club Mastery
  - Card text revised for clarity.
- Updated CE Whip Mastery
  - Card text changed for clarity.

## Community Edition Gear

- Updated CE Hours Ring
  - Added 1.3 version as a CE option. Players may choose which of the versions to add to their campaign(s).
- Updated CE Hollow Sword (Broken)
  - “Broken” keyword added. Card text revised.
- Updated CE Dragon Slayer
  - Added missing blue up and red right affinity.
- Updated CE Final Lantern
  - Keyword added (“lantern”) and graphics revised.
- Updated CE Screaming Horns
  - Card text changed due to discoveries made while play-testing.
    - The 1.5 core game version of this gear is capable of a repeatable exploit enabling survivors wearing the item to gain nearly unlimited insanity (while facing certain monsters). The CE card changes were introduced to limit potentially broken gear interactions.
- Updated CE Lion Headdress
  - **Accessory** gear special ability removed.
    - This change was necessary in order to limit potential armor combinations that the CE Lion Headdress was synergistic with. The previous version was found to be too strong after further testing and required revision.

- Updated CE God Mask
    - Gear special ability revised for clarity.
        - “At the start of your act, if **insane**, gain 1 survival. You may perform a survival action one additional time once per round.”
- Updated CE Forsaker Mask
    - Card text revised.
- Updated CE Boss Mehndi
    - Gear cost revised.
- Updated CE Phoenix Armor
    - Card text changed for clarity.
- Updated CE Skullcap Hammer
    - Card text revised.
- Updated CE Dragon Slayer
    - Card text revised for consistency among **Early Iron** weapons.
- Updated Dragon Slayer (Broken)
    - Card text revised for consistency among **Early Iron** weapons.
- Updated Whistling Mace
    - Card text revised for clarity.
- Updated Feather Shield
    - Card text revised.
- Updated Thunder Maul
    - Card design revised.
- Updated Muramasa
    - Gear text revised.
- Updated Feather Shield
    - Gear text revised

# Changes / Updates / Bug Fixes v.1.01 → v.2.0

Text edits and formatting updates to the 2.0 Change Log.
Corrections were made to the printable file of the Weapon Crafter settlement location.

- Updated Principles & Innovations
    - Principle: Death
        - Cannibalize card text revised.

    - Principle: New Life
        - Protect the Young New Life Principle text revised.
    - Principle: Society
        - Collective Toil card text revised.
    - Face Painting

- Updated Secret Fighting Arts
    - Swordsman's Promise
    - Black Guard Style

- Updated Settlement Events
    - Cracks in the Ground
    - Dark Trader
    - Dark Dentist
    - Murder
    - Plague

- Updated Core Monster Showdown Aftermath(s)
    - Showdown type added.
        - “Adversary”
            - The climactic monsters of Kingdom Death gain a temporary new designation! This update was incorporated in order to prevent compatibility issues and solve Heart Flute shenanigans. The Watcher and Gold Smoke Knight will be updated in a later edition of the CE when an official designation for final boss monsters is released.
    - King’s Man showdown revised.
    - Gold Smoke Knight showdown revised.

- Updated Story Events
    - Hooded Knight
    - Intimacy – People of the Lantern
    - King’s Curse
    - Principle: Conviction
    - Principle: Death
    - Principle: New Life
    - Principle: Society
    - White Speaker — Story of the Goblin / Forsaker
    - Gold Smoke Knight – Inscrutable Purpose

- Updated Coffin Bone strange resource
    - Screaming Antelope strange resource revised.

- Updated Regal Armor armor
    - CE Regal Armor set card introduced alongside revised gear.
- Updated Phoenix Armor (King of 1000 Battles variant)
    - Variant armor set card added to CE Plumery section.
- Updated Hours Ring
    - 1.5 card redesign added.
- Updated CE Dagger Specialization and Mastery
    - Card text revised for clarity.
- Updated CE Club Specialization and Mastery
    - Card text revised for clarity.
- Updated CE Whip Specialization and Mastery
    - Card text revised for clarity.
- Updated Table of Contents added.

# Changes / Updates / Bug Fixes v.2.0 → v.2.01

Minor text edits and formatting updates to the 2.01 Change Log.

- Updated CE Protect the Young
    - Card graphics and text revised for clarity.
- Updated CE Murder
    - Card graphics and text revised for clarity.
- Updated CE Intimacy
    - Story event revised.
- Updated CE Legendary Monsters
    - Story event text revised for the Golden Eyed King.
- Updated CE Phoenix Armor (King of 1000 Battles variant)
    - Card text revised for clarity.
- Updated CE Gold Smoke Knight Showdown
    - Victory text revised.
    - Updated 1.5 Ending version added.
- Updated CE Regal Armor set
    - Card graphics and text revised.

# Changes / Updates / Bug Fixes v.2.01 → v.2.02

Minor text edits and formatting updates to the 2.02 Change Log.

## Updated CE 1.01 Component(s)

- Updated CE General Rule(s)
    - CE Frail/Broken refined.
- Updated CE Weapon Specializations
    - CE Club Specialization & Mastery
        - Card text and graphics refined.
    - CE Dagger Specialization & Mastery
        - Card text and graphics refined.
    - CE Whip Specialization & Mastery
        - Card text and graphics refined.
- Updated CE Catarium Settlement Location and Gear
    - CE Cat Fang Knife
        - Gear graphics refined.
    - CE King's Spear
        - CE gear added.
    - CE Lion Headdress
        - Gear graphics refined.
    - CE Lion Skin Cloak
        - Gear graphics refined.
    - CE White Lion Boots
        - Gear graphics refined.
    - CE White Lion Coat
        - Gear graphics refined.
    - CE White Lion Gauntlet
        - Gear graphics refined.
    - CE White Lion Helm
        - Gear graphics refined.
    - CE White Lion Skirt
        - Gear graphics refined.
- Updated CE Skinnery Settlement Location and Gear
    - CE Rawhide Whip
        - Gear graphics refined.
- Updated CE Bone Smith Settlement Location and Gear

    - CE Bone Axe & CE Bone Axe (Broken)
        - Gear graphics refined.
    - CE Bone Blade & CE Bone Blade (Broken)
        - Gear graphics refined.
    - CE Bone Darts & CE Bone Darts (Broken)
        - Gear graphics refined.

- Updated CE Weapon Crafter Settlement Location and Gear
    - CE Counterweighted Axe
        - Gear graphics refined.
    - CE Rainbow Katana & CE Rainbow Katana (Broken)
        - Gear graphics refined.
    - CE Scrap Shield
        - Gear graphics refined.
    - CE Scrap Sword
        - Gear graphics refined.
    - CE Skullcap Hammer
        - Gear graphics refined.
    - CE Whistling Mace
        - Gear graphics refined.
    - CE Zanbato & CE Zanbato (Broken)
        - Gear graphics refined.

- Updated CE Leather Worker Gear
    - CE Hunter Whip
        - Gear graphics refined.

- Updated CE Stone Circle Settlement Location and Gear
    - CE Beast Knuckle
        - Gear graphics refined.
    - CE Boss Mehndi
        - Gear graphics refined.
    - CE Lance of Longinus
        - Gear graphics refined.
    - CE Screaming Horns
        - Gear graphics refined.

- Updated CE Barber Surgeon Settlement Location and Gear
    - CE Bug Trap
        - Gear graphics refined.
    - CE Musk Bomb

        - Gear graphics refined.
    - CE Speed Powder
        - Gear graphics refined.

- Updated CE Blacksmith Settlement Location and Gear
    - CE Dragon Slayer & CE Dragon Slayer (Broken)
        - Gear graphics refined.
    - CE Lantern Dagger
        - Gear graphics refined.
    - CE Lantern Glaive
        - Gear graphics refined.
    - CE Lantern Sword
        - Gear graphics refined.
    - CE Ring Whip
        - Gear graphics refined.

- Updated CE Mask Maker Gear
    - CE Antelope Mask
        - Gear graphics refined.
    - CE God Mask
        - Gear graphics refined.
    - CE Man Mask
        - Gear graphics refined.
    - CE Phoenix Mask
        - Gear graphics refined.
    - CE White Lion Mask
        - Gear graphics refined.

- Updated CE Rare Gear
    - CE Forsaker Mask
        - Gear graphics refined.
    - CE Lantern Halberd
        - Gear graphics refined.
    - CE Muramasa & CE Muramasa (Broken)
        - Gear graphics refined.
    - CE Regal Faulds
        - Gear graphics refined.
    - CE Regal Gauntlet
        - Gear graphics refined.
    - CE Regal Greaves

        - Gear graphics refined.
    - CE Regal Helm
        - Gear graphics refined.
    - CE Regal Plackart
        - Gear graphics refined.
    - CE Thunder Maul
        - Gear graphics refined.

- Updated CE Exhausted Lantern Hoard Gear
    - CE Final Lantern (Front & Back)
        - Gear graphics refined.
    - CE Oxidized Lantern Dagger
        - Gear graphics refined.
    - CE Oxidized Ring Whip
        - Gear graphics refined.

## CE 2.01 Component(s) Update

- Updated CE General Game Rule(s)
    - **Super-Dense** general ruling added.
- Updated CE Cannibalize
    - Card graphics and text refined.
- Updated CE Collective Toil
    - Card graphics and text refined.
- Updated CE Protect the Young
    - Card graphics refined.
- Updated CE Cracks in the Ground
    - Card graphics and text refined.
- Updated CE Dark Dentist
    - Card graphics refined.
- Updated CE Dark Trader
    - Card graphics and text refined.
- Updated CE Murder
    - Card graphics and text refined.
- Updated CE Plague
    - Card graphics and text refined.

- CE Face Painting
    - Card graphics refined.
- CE Swordsman's Promise
    - Card text and graphics refined.
- CE Black Guard Style
    - Card graphics updated.
- CE Hooded Knight
    - Story Event page(s) updated.
- CE Watcher
    - Showdown page updated.
- CE Gold Smoke Knight
    - Showdown page(s) updated.

# Changes / Updates / Bug Fixes v.2.02 → v.2.6

Text edits and formatting updates to the 2.6 Change Log.
Players should remove the following CE cards and components:

- CE 2.02 Settlement Locations
- CE 2.02 Screaming Horns
- CE 2.02 Counterweighted Axe
- CE 2.02 Final Lantern
- CE 2.02 White Lion Armor Set card

- CE Respect added.
    - 2.6 introduces a new variant of the Respect Trait card. Victory offers a slightly more rewarding conclusion to the showdown against The Hand.
- CE Silent Hymn added.
    - 2.6 introduces a new variant of the Silent Hymn Trait card. An improvement to Level 2+ King's Man showdowns.
- CE Boss Mehndi updated.
- CE Musk Bomb updated.
- CE Skullcap Hammer cost updated.
- CE Counterweighted Axe removed.
    - Removed for the official version. Players can still use CE 2.02 Counterweighted Axe at their discretion.
- CE Screaming Horns removed.

    - Should be removed for the official version—they're identical.
- CE Scrap Bone Spear added.
- CE Scrap Dagger added.
- CE Scrap Sword updated.
- CE Scrap Rebar added.
- CE Settlement Locations updated.
- CE Screaming Antelope Showdown Page updated
- CE White Lion Showdown Page updated.
- CE Final Lantern removed.
    - Removed for the official 1.6 version.
- CE Dark Dentist Settlement Event updated.

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Thank you to all of our supporters and followers within the Kingdom Death community. We truly appreciate your patience and encouragement.

Furthermore, special thanks to Maximo and the community contributors. Their efforts and dedication to improving the Kingdom Death gameplay experience has been invaluable.

# Updated General Game Rules

## Duplicate Weapons:

- Omitted.

## Paired:

- Unchanged.
    - The Paired ability has always suffered from being a circumstantial benefit to survivors. Extra speed in *Monster* often translates into extra risk—the increased chance of hitting the trap card can often be the difference between success and failure. This provides little benefit when encountering monsters, especially higher level monsters, on the hunt. While the Community Edition team considered many options on how to address this, it was decided to leave the rule unchanged and to focus on gear.
    - The Community Edition enhances **Paired** weapons through updated gear special abilities associated with the keyword. The team updated many weapon designs to improve the usability and usefulness of dual-wielding during the showdown phase. This keeps with the theme of high risk/high reward while also providing players with a greater variety of potent weapon options farther into the game.

## Frail:

- A gear special rule. When a survivor attempts to wound a Super-dense location with a **Frail** weapon, it is broken at the end of the attack.
    - This results in an immediate change in the gear's "state".
    - **Super-dense** hit locations do not archive **frail** gear at the end of an attack.

## Broken:

- A gear state and special rule. When **frail** weapons are **broken**, flip the gear card. If there is no alternative side, the gear is unusable until it is repaired. Players may repair **broken** gear by spending an endeavor during the develop step.
    - At the start of the settlement phase, update the settlement storage with the **broken** gear's name and make note that it is **broken**.
    - **Broken** gear cannot be nominated for anything during the settlement phase.
    - While some **broken** weapons can be used on subsequent hunts, others become useless and must be repaired.
    - Some **broken** weapons change weapon type intentionally.

# Super-Dense:

- A type of hit location. This hit location is unusually hard. If a survivor attempts to wound one of these locations with a **frail** weapon, it is **broken** at the end of the attack.

# Early Iron:

- A special rule for gear. When rolling to wound with a weapon with **Early Iron**, any rolls of "1" will end the attack and discard unresolved wounds.
    - The Community Edition team improved the wording for the **Early Iron** special rule in order to be less punishing to players.

# "**Perfect hit** range":

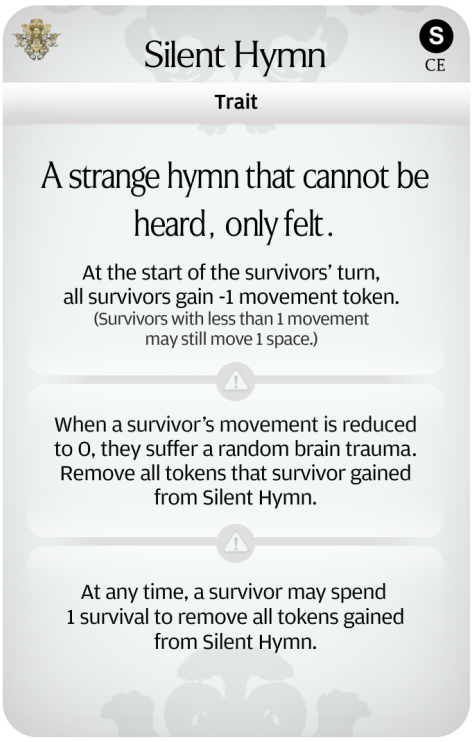
- **"Perfect hit** range" refers to the modifiers that reduce the number needed on a rolled attack die to score a perfect hit. **Perfect hits** are perfectly placed attacks that always hit a monster, even if the normal attack roll would not be accurate enough to hit. Any number within a survivor's **Perfect hit** range is treated as if a Lantern 10 was rolled: you hit the monster and trigger **Perfect hit**-related special gear abilities.
    - An example:
    - Erza is equipped with Speed Powder which increases her **Perfect hit** range by +1. Erza's **Perfect hit** range is 9+. Later she gains the Timeless Eye fighting art, which further increases her **Perfect hit** range by +1. Erza's **Perfect hit** range would then be 8+.

# "Saviors":

- Settlements in **People of the Lantern** campaigns may have up to three saviors, one per dream. (CE v.2.0)

# Monster Traits

- **King's Man**
  - **Silent Hymn**

| CE: |  | 1.6: | |
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| Change(s): | - Updated card text:<br>● Update card text:<br>○ "At any time, a survivor may spend 1 survival to remove all tokens gained from Silent Hymn." (v.2.6) |
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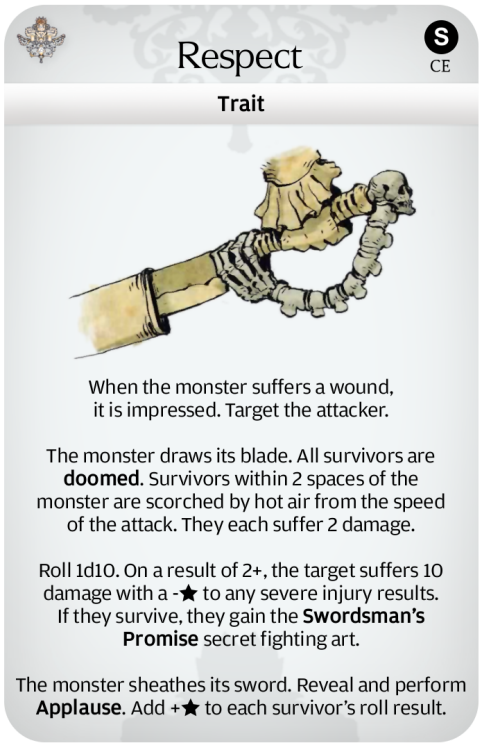
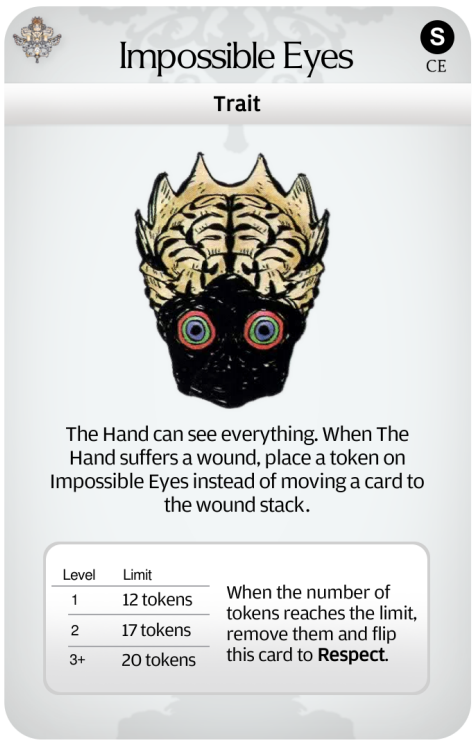
| Explanation: | The Silent Hymn of the King's Man has beleaguered *Kingdom Death* players of all skill levels—slowing showdowns into death marches. Accumulating too many tokens against a level 2+ King's Man often meant death for any unfortunate survivor caught within the strange hymn. The 2.6 version of the Community Edition introduces a small but meaningful change to the monster trait in order to improve pacing issues experienced by players in higher level showdowns with the King's Man. Regardless, smart play remains a necessity even with reduced survival costs. |

- **The Hand**
  - **Respect**

CE:


Respect
S
CE
Trait
When the monster suffers a wound, it is impressed. Target the attacker.
The monster draws its blade. All survivors are **doomed**. Survivors within 2 spaces of the monster are scorched by hot air from the speed of the attack. They each suffer 2 damage.
Roll 1d10. On a result of 2+, the target suffers 10 damage with a -★ to any severe injury results. If they survive, they gain the **Swordsman's Promise** secret fighting art.
The monster sheathes its sword. Reveal and perform **Applause**. Add +★ to each survivor's roll result.


Impossible Eyes
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CE
Trait
The Hand can see everything. When The Hand suffers a wound, place a token on Impossible Eyes instead of moving a card to the wound stack.
Level
Limit
1
12 tokens
2
17 tokens
3+
20 tokens
When the number of tokens reaches the limit, remove them and flip this card to **Respect**.

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| Change(s): | - Updated card text:<br>● "...They each suffer 2 damage and their flammable gear is destroyed, archive it."<br>○ Updated to the following: "They each suffer 2 damage." (v.2.6).<br>● "...On a result of 2+, the target suffers 10 damage with a -4 to any severe injury results…"<br>○ Updated to include the following: "...a -★ to any severe injury results."<br>● "The Hand stops and the showdown ends. The survivors are victorious."<br>○ Updated to: "The monster sheathes its sword. Reveal and perform **Applause**. Add +★ to each survivor's roll result." |
| Explanation: | In order to deal with the overwhelming strength of The Hand's, many players have opted to play the showdown against the nemesis monster without victory in mind. Winning the fight to survive, while rewarding, was near impossible—especially once the nemesis rose beyond its first level. Even if |

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| | survivors are sufficiently or overprepared, showdowns with The Hand have always had the potential to quickly end with four dead survivors.<br>In CE 2.6, the Community Edition team has updated the Respect Trait so that a group of victorious survivors will gain both the respect and applause of The Hand. The combined bonuses, coupled with the updates to the Swordsman's Promise secret fighting art, will hopefully act as rewards worth fighting for. |

# Weapon Proficiencies

## 1. Dagger Proficiency

- **Specialization**

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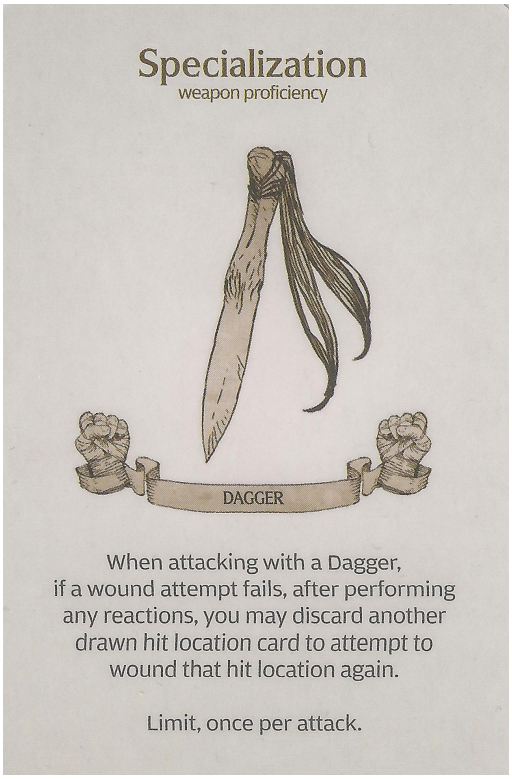
| CE: | | Core 1.6: |  |

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| Change(s): | - Updated card text:<br>● "When you attack with a dagger, after drawing hit locations, reveal an additional hit location card for each **Perfect hit**. Select hit locations equal to the number of hits and place unresolved cards back on top of the hit location deck in any order. While attacking from the blind spot with a dagger, gain +1 to your **Perfect hit** range." (v.2.6)<br>○ "When you attack with a dagger, after drawing hit locations, reveal an additional hit location card for each **Perfect hit**. Select hit locations equal to the number of hits and place unresolved cards back on top of the hit location deck in any order. When attacking with a dagger in the monster's blind spot, gain +1 to your **Perfect hit** range." (v.2.02)<br>○ “When attacking with a dagger, after drawing hit locations, reveal an additional one for each Perfect hit. |

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| | Select hit locations equal to the number of hits then place unresolved cards back on top of the hit location deck in any order. In addition, if you're attacking with a dagger in the monster's blind spot, gain an extra +1 to your Perfect hit range." (CE v.1.01) |
| Explanation: | Dagger Proficiency struggled to find its appropriate niche in the official 1.5 update to KD:M. Daggers, which are generally high in speed and low in strength, have been routinely outperformed by the stronger weapon options that are available to survivors over the course of a campaign. The Community Edition team redesigned Dagger Proficiency to make the most out of weapon speed while allowing for daggers to be a viable choice of armament when out hunting.<br>Dagger users now want to get to the monster's blind spot and get as many perfect hits in as they can in order to filter the hit location deck—reducing the risk to both themselves and allies while on the attack. Furthermore, perfect hits now operate on a range in a similar manner to critical hits. Gameplay elements, like the Timeless Eye fighting art and the updated Dagger Proficiency, are able to increase this range. These bonuses stack as well (i.e. a Dagger Master with Timeless Eye would achieve a Perfect hit on a 7+). Many daggers in the game have also been updated with extra abilities that make use of the perfect hit mechanic.<br>The 2.6 update to the Community Edition has slightly changed the wording on the card for clarity.<br><br>CE v.1.01 clarification: When you *draw* a monster's trap card, it triggers. When you *reveal* a trap, you may place it (and all other revealed cards) back on top of the hit location deck in any order without triggering its effects. |

- **Mastery**

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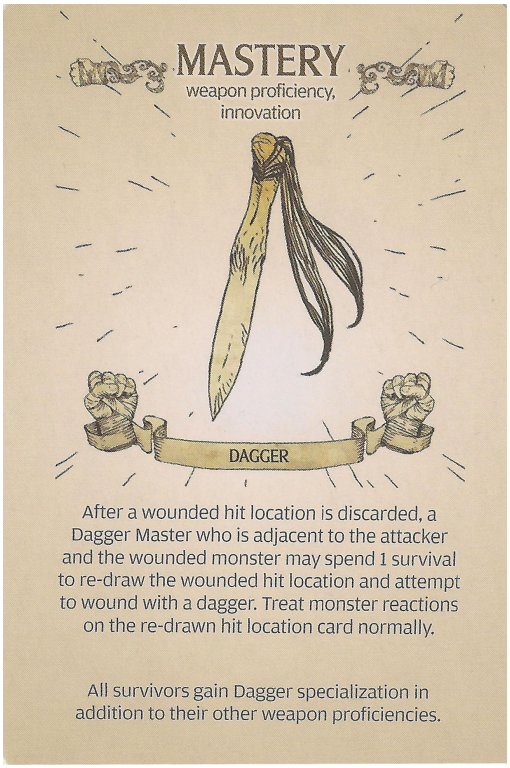
| CE: | | Core 1.6: |  |

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| Change(s): | - Updated card text:<br>● "Dagger Masters gain an additional +1 to their **Perfect hit** range when attacking with daggers. While attacking from the monster's blind spot with a dagger, add 1d10 strength to each wound attempt. All survivors gain Dagger specialization in addition to their other weapon proficiencies." (v.2.02)<br>○ "Dagger masters gain an extra +1 to their Perfect hit range when attacking with daggers. In addition, they add +1d10 strength to each wound attempt when attacking with daggers in the monster's blind spot." (CE v.1.0) |
| Explanation: | Dagger Mastery in the *KD:M* 1.5, despite its potential, did little to transform daggers into fundamentally viable weapons to pursue in the mid- to late-game. In comparison to other masteries, Dagger Mastery in 1.5 is low priority. It didn't offer players anything that they couldn't get with lower speed weapons that boasted high strength (such as Bows or Grand Weapons) and wasn't interesting enough to go out of one's way to obtain.<br>CE Dagger Mastery was designed to boost the usefulness and strength of daggers father into a campaign. The Community Edition team focused on developing the niche we saw for daggers as weapons meant for attacking the monster's blind spot. Adding 1d10 to wound attempts will allow for survivors |

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| | to bring daggers into end-game monster hunting scenarios with confidence.<br><br>Note: The 1d10 strength added to wound attempts made by daggers, added by Dagger Mastery, is not the same as the **sharp** weapon keyword. The two stack with one another. |

# Club Proficiency

- **Specialization**

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| CE: | | Core 1.6: | |

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| Change(s): | - Updated card text:<br>● "Gain +1 accuracy when attacking with clubs. When you wound the monster with a club, at the end of your attack, reveal the top 2 AI cards and then place them back on the top of the AI deck in any order. Limit, once per attack." (CE v.2.0) |
| Explanation: | Changes made to Club Proficiency in KD:M 1.5 provided greater incentive for players to utilize clubs throughout their campaigns. The **Perfect hit** ability introduced by 1.5 Club Specialization was especially unique and practical during showdowns. However, survivors gained little benefit if they spent their time working toward mastering the blunt weapon-type.<br>After an extended period of time discussing how to improve upon 1.5 Club Proficiency, the Community Edition team concluded that both the specialization and mastery needed to be reworked. We found that the original specialization ability made a better reward as mastery bonus, due to its strength and usefulness. The addition of an accuracy bonus made sense as it helped mitigate one of the largest weaknesses of weapon-type. However, that alone was not enough to make up for the loss of utility created by the absence of the original |

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| | **Perfect hit** ability. To compensate, we designed and play-tested the card's new AI manipulation ability. This allows players to rely less on the Rawhide Headband to control the monster during a campaign while also increasing the weapon-type's overall usefulness. |

- **Mastery**

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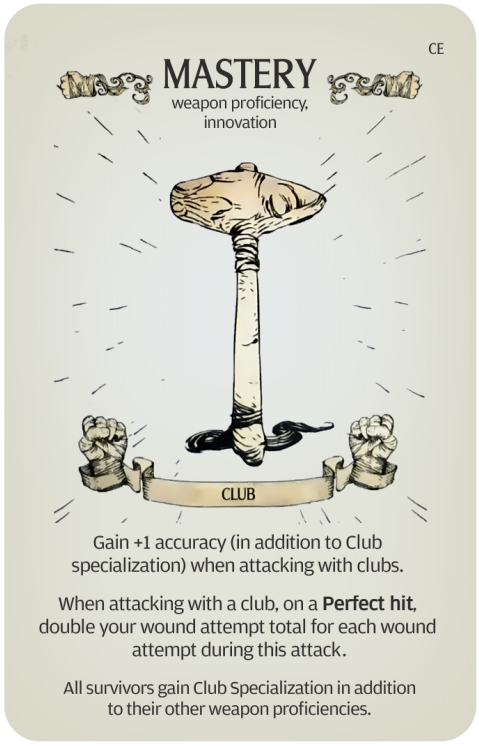
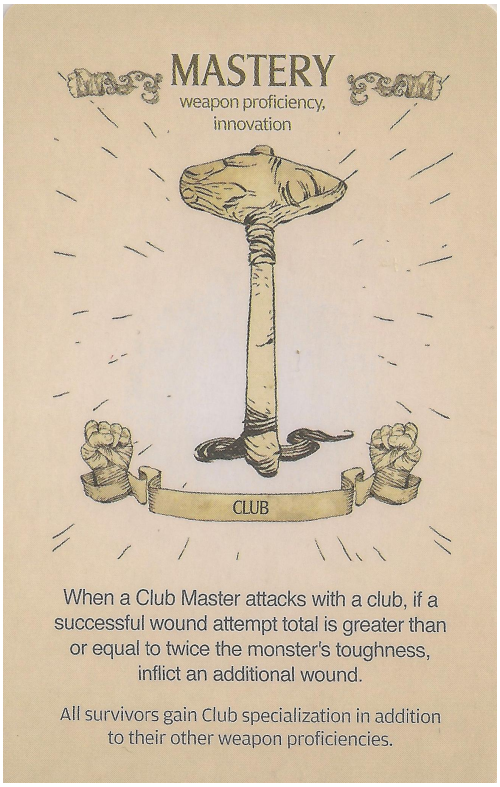
| CE: |  | Core 1.6: |  |

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|---|---|
| Change(s): | - Updated card text:<br>● ““Gain +1 accuracy (in addition to Club specialization) when attacking with clubs. When attacking with a club, on a **Perfect hit**, double your wound attempt total for each wound attempt during this attack. All survivors gain Club specialization in addition to their other weapon proficiencies.” (CE v.2.02)<br>○ “Gain +1 accuracy when attacking with clubs. When attacking with a club, on a **Perfect hit**, double your wound attempt total for each wound attempt during this attack. All survivors gain Club specialization in addition to their other weapon proficiencies.” (CE v.2.01) |
| Explanation: | CE Club Mastery was designed as an alternative to the KD:M 1.5 weapon mastery. It utilizes Club Specialization’s 1.5 ability alongside an accuracy bonus to set itself apart. Furthermore, when you score Perfect hits, this mastery now doubles all of your wound attempts for the attack. |

# Whip Proficiency

- **Specialization**

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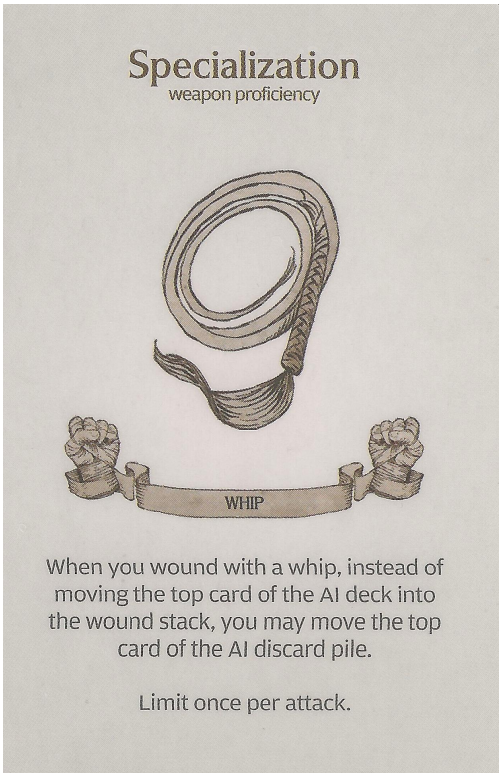
| CE: | | Core 1.6: |  |

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| Change(s): | - Updated card text:<br>● "Gain +1 strength when attacking with a whip. When you wound with a whip, instead of moving the top AI card into the wound stack, you may move the top card of the discard pile instead. Limit, once per attack." (CE v.2.0) |
| Explanation: | Whips in Kingdom Death are a largely underutilized weapon. Often overlooked, they lacked the strength needed to allow their special gear abilities to shine on the hunt. To combat this, the Community Edition Team redesigned a slightly improved Whip Proficiency. Changes to both the weapon specialization and mastery were meant to mitigate the most glaring weaknesses of whips and bolster them into a weapon type worth pursuing.<br>A survivor pursuing mastery with their whip will be feeling stronger sooner when using the CE version. Whips gain +1 strength after earning the weapon specialization and another +3 strength when a survivor becomes a Whip Master. The changes to Whip Proficiency, alongside general updates to several whip gear, were made to help smooth out whip progression and improves the viability of whip users throughout a Kingdom Death campaign. |

- **Mastery**

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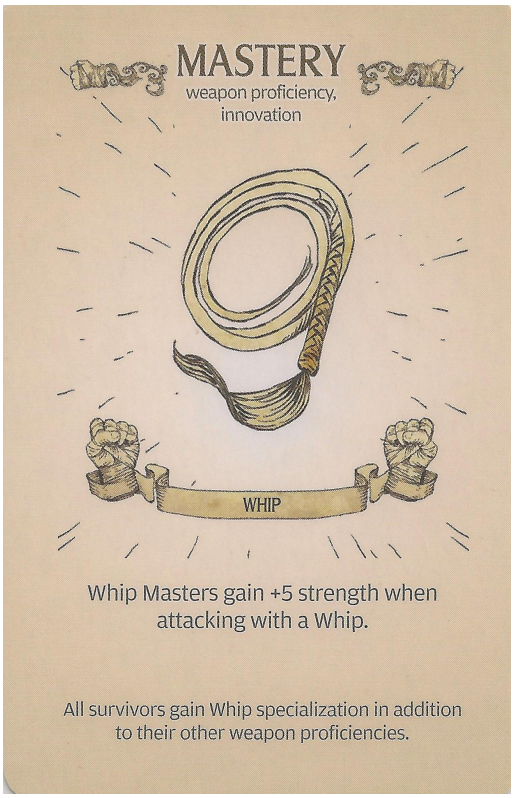
| CE: | | Core 1.6: |  |

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| <u>Change(s):</u> | - Updated card text:<br>● "Gain +3 strength (in addition to Whip specialization) when attacking with a whip. Whenever you hit the monster with a whip, if you do not have it already, gain the **priority target** token. All survivors gain Whip specialization in addition to their other weapon proficiencies." (v.2.02)<br>○ "Gain +3 strength (in addition to Whip Specialization) when attacking with a whip. Whenever you hit the monster with a whip, if you do not have it already, gain the **Priority Target** token. All survivors gain Whip specialization in addition to their other weapon proficiencies." (CE v.2.01) |
| <u>Explanation:</u> | Despite the boon of strength offered by 1.6 Weapon Mastery, whip weapon masters suffer from an unfortunate lack of impact—especially in particularly trying hunts. The +5 bonus to strength when attacking with a whip, while viable in most campaigns, is no more than an adequate bonus for surviving long enough to achieve weapon mastery with whips. CE Whip Mastery was |

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| | developed with controlling the monster in mind. CE Whip Mastery utilizes a thematic new monster control ability which allows survivors to willfully gain the priority target token. Monsters focus on the sting of a master's whip strike!<br>Splitting the strength bonus of the 1.6 Whip Mastery between CE Specialization and CE Mastery was a balanced means of solving the weapon types weaknesses in the early and mid-game. The Community Edition team felt that reducing the strength bonus offered originally, by one, was a necessary change for balance. Adding a new ability to CE Whip Mastery, alongside buffs to several whip gear, further improved the viability of the weapon type. Whip masters using CE Whip Proficiency will always be able to catch the monster's attention during a showdown. |

# Updated Principles & Innovations

- **Cannibalize**

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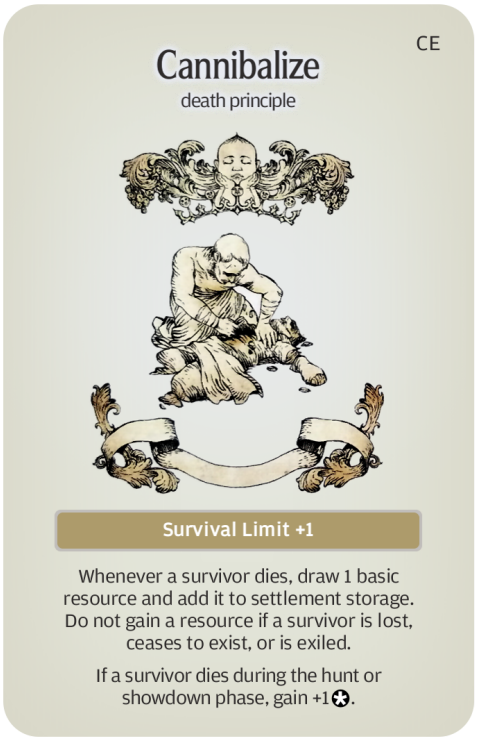
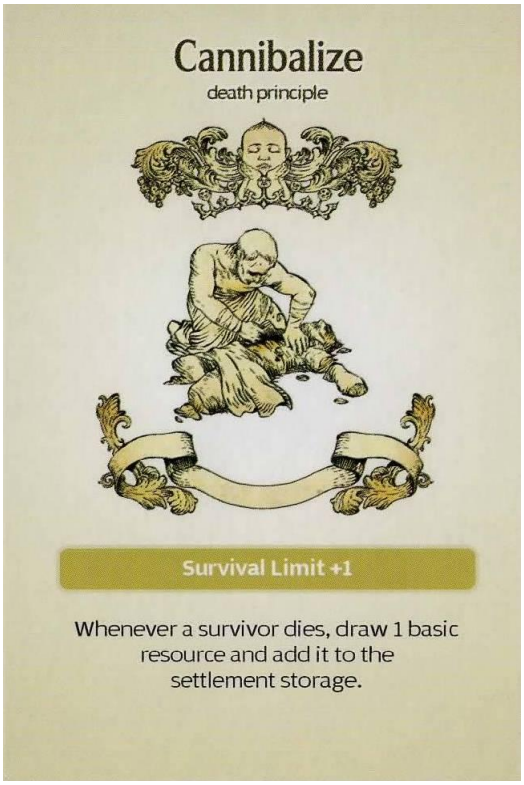
| CE: |  | 1.6: |  |

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| Change(s): | - Updated card text:<br>● "Whenever a survivor dies, draw 1 basic resource and add it to settlement storage. Do not gain a resource if a survivor is lost, ceases to exist, or is exiled. If a survivor dies during the hunt or showdown phase, gain +1 ✪." (v.2.02)<br>○ "When a survivor dies, gain 1 basic resource and add it to the settlement storage. When a survivor dies during the Hunt or Showdown Phase, gain an ✪ in addition to the scavenged resource. Do not gain a resource if a survivor is lost, exiled, or ceases to exist." (v.2.01) |

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| Explanation: | The Community Edition team spent an extended period of time on the development and play-testing of an improved version of the Cannibalize death principle. For new players it can be difficult to gauge the disparity that exists between the game's two death principles. Gaining 1 random basic resource is thematic and raising the settlement's survival limit is a nice bonus during the early-game. Yet, it doesn't actually provide a true strategic benefit to the players. Cannibal settlements often burn through their population without the ability to make up for that loss in a meaningful way. Cannibalism in 1.5 is useful, but not enough that it makes it worth choosing.<br>The CE version of Cannibalize was designed with the game balance of *Monster* in its 1.5 iteration in mind. The team agreed that both of *Monster*'s death principles should offer a similar level of utility to players and came to the conclusion that incorporating endeavors into Cannibalize was necessary to keep it on par with Graves. The game phase distinction was included to ensure that Cannibalize settlements would not be able to abuse mechanics for sacrificing survivors to generate an exorbitant number of endeavors.<br>Furthermore, updates to Cannibalize extend to its story event as well. |

## - Collective Toil

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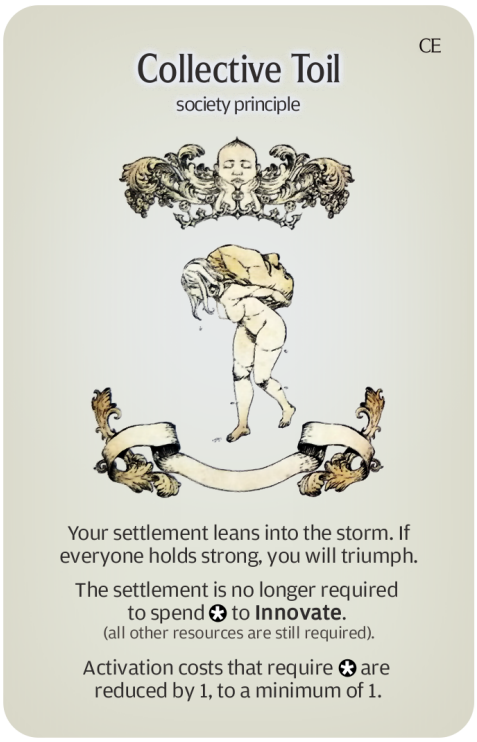
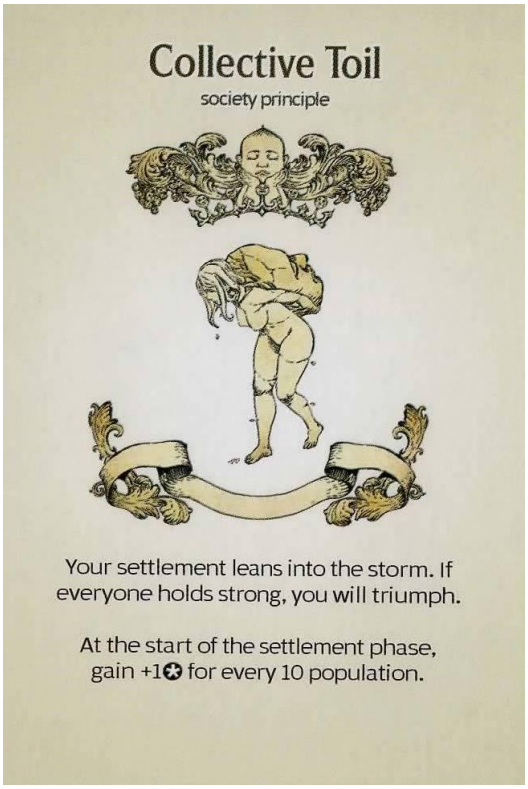
| CE: |  | 1.6: |  |

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| Change(s): | - Updated card text:<br>● "Your settlement leans into the storm. If everyone holds strong, you will triumph. The settlement is no longer required to spend ✪ to **Innovate**. Activation costs that require ✪ are reduced by 1, to a minimum of 1." (v.2.02). |
| Explanation: | Collective Toil (CT) in vanilla *KD:M* remains a tool that enables players to rapidly grow settlements into thriving civilizations. Testing, done by Fen and other members of the community, revealed that the vanilla version of CT outperformed Accept Darkness in the mid- to late-game. The principle's synergy with Graves and Survival of the Fittest, coupled with the intimacy bonuses of Face Painting in 1.5, allowed for masses of survivors to be born—providing players with a nearly endless supply of rerolls and endeavors to work with. This powerful loop, made possible by combining the effects of principles and innovations that bestow endeavors, could be exploited in order to essentially trivialize the game.<br>CE Collective Toil was redesigned to give players greater control over their endeavors and increase their overall usability. CE Collective Toil offers players an alternative way to approach the gameplay experience that doesn't sacrifice any of the game's challenge. Survivors who've refused the darkness work with |

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| | one another to surmount it. Their collective imagination and intelligence allows the settlement to bypass the endeavor requirement for innovating and reduce all innovation costs by 1.<br>While it will no longer be possible to develop settlements into “cities,” players of all skill levels will be able to enjoy equally viable choices for their Society Principle. |

## - Protect the Young

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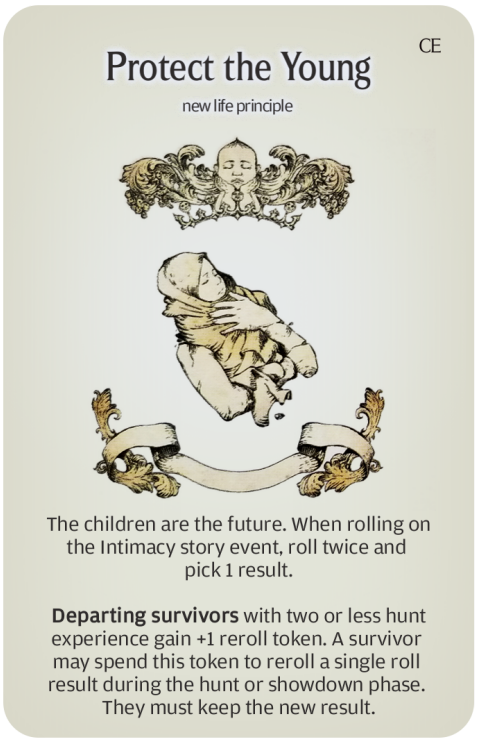
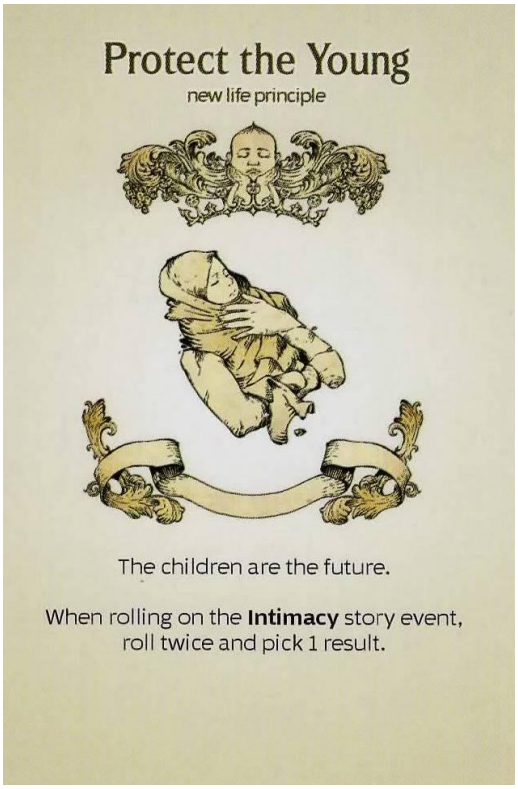
| CE: |  | 1.6: |  |

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| Change(s): | - Updated card text:<br>● "The children are the future. When rolling on the Intimacy story event, roll twice and pick 1 result. Departing survivors with two or less hunt experience gain +1 reroll token. A survivor may spend the token to reroll a single roll result during the hunt or showdown phase. They must keep the new result." (v.2.02). |
| Explanation: | The lifetime reroll introduced in *KD:M* 1.5 transformed the way players were able to enjoy the gameplay experience. Rerolls could save survivors regardless of the phase players found themselves in, offering incredible versatility and utility throughout a campaign. Unfortunately, the Survival of the Fittest New Life Principle was the only one considered for buffs. Protect the Young, which had been the better of the two principles up until the 1.5 release, lost its edge.<br>For the Community Edition, the team spent considerable time discussing how to properly go about bridging the gap between the two New Life principles. We did not want to copy directly from Survival of the Fittest and adding a nerfed, weaker version of the lifetime reroll wasn't different or interesting enough of a solution for us. Deliberation over potential changes to Protect the Young's card and event eventually lead to allowing PtY settlements |

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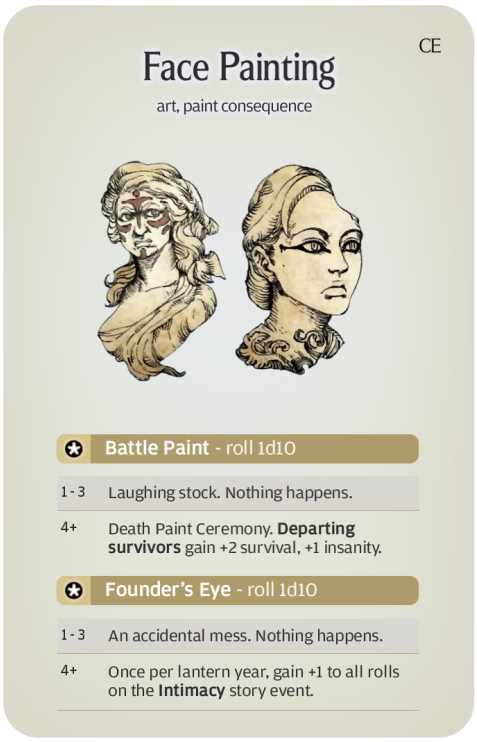
| | rerolls in the form of tokens (available only to the youngest survivors). Reroll tokens are restricted to survivors with two or less Hunt XP during the Hunt and Showdown Phase, allowing for greater leeway when taking fresh survivors out on a hunt. This change creates a whole new dynamic for players between the principles. Changes to Protect the Young's story event introduced in the Community Edition further cement this. |

## - Face Painting

CE:


CE
Face Painting
art, paint consequence
Battle Paint - roll 1d10
1 - 3 Laughing stock. Nothing happens.
4+ Death Paint Ceremony. Departing survivors gain +2 survival, +1 insanity.
Founder's Eye - roll 1d10
1 - 3 An accidental mess. Nothing happens.
4+ Once per lantern year, gain +1 to all rolls on the Intimacy story event.

Face Painting
art, paint consequence
Battle Paint - roll 1d10
1 - 3 Laughing stock. Nothing happens.
4+ Death Paint Ceremony. Departing survivors gain +2 survival and +1 insanity.
Founder's Eye - roll 1d10
1 - 3 An accidental mess. Nothing happens.
4+ Gain +1 to all rolls on the Intimacy story event this settlement phase.

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| Change(s): | - Founder's Eye text updated:<br>● 4+ roll result:<br>○ "Once per lantern year, gain +1 to all rolls on the Intimacy story event." |
| Explanation: | The Community Edition redesign of Face Painting incorporates a small, but necessary change to the card's wording. CE Face Painting incorporates the "once per lantern year" text to ensure that settlements aren't able to stack the +1 intimacy roll bonus multiple times. The ability to do so in vanilla 1.5 *Monster* was often exploited by players to save their settlement's population. This fix encourages players to not rely so much on methods that "break" the game. |

# Updated Secret Fighting Arts

## - Swordsman's Promise

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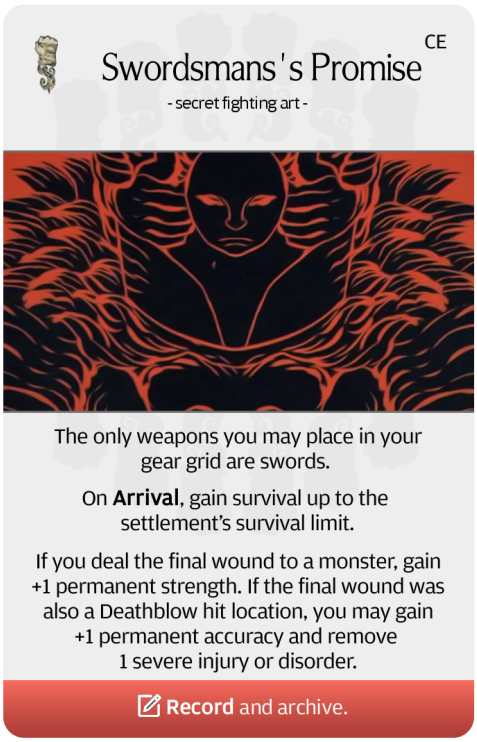
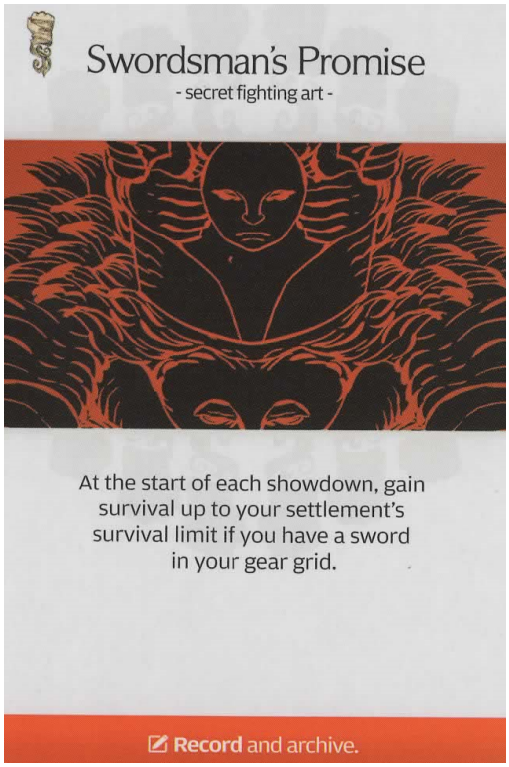
| CE: |  | 1.6: |  |

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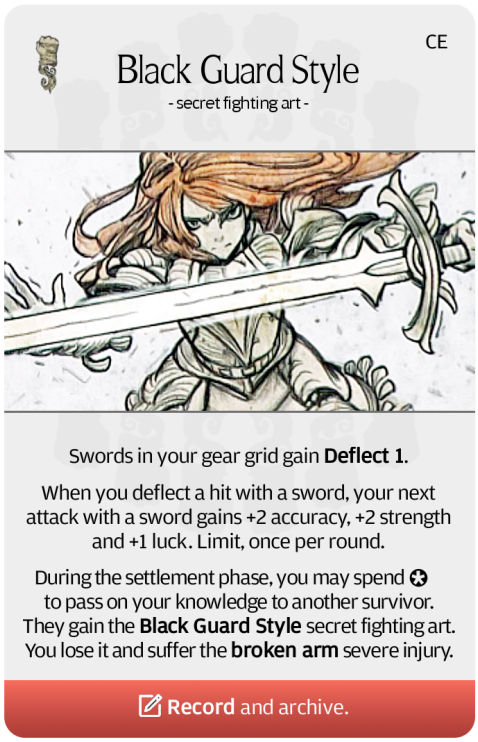
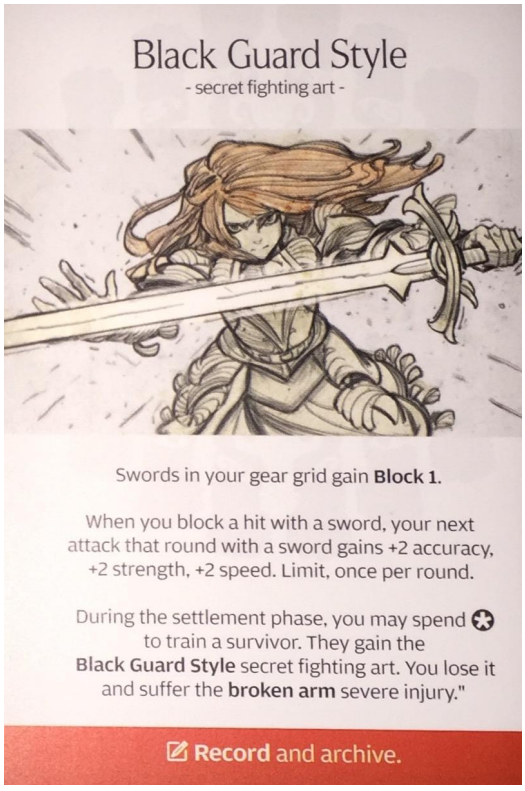
| Change(s): | - Updated card text:<br>● "The only weapons you may equip in your gear grid are swords. On **Arrival**, gain survival up to the settlement's survival limit. If you deal the final wound to a monster, gain +1 permanent strength. If the final wound was also a Deathblow hit location, you may gain +1 accuracy and remove 1 severe injury or disorder." (v.2.02) |
| Explanation: | The Community Edition update to Swordsman's Promise departs from the secret fighting art's original design in order to give players a reward that makes The Hand worth defeating. Survivors blessed with the updated SFA are able to grow into incredibly powerful, and accurate, combatants capable of curing their own disorders or crippling injuries.<br>Keep in mind that "the final wound" is the one that kills the monster, resulting in a victory for the survivors. Furthermore, it is possible for up to four survivors to gain the secret fighting art after successfully defeating a level 3+ Hand. |

## - Black Guard Style

CE:


CE
Black Guard Style
- secret fighting art -
Swords in your gear grid gain **Deflect 1.**
When you deflect a hit with a sword, your next attack with a sword gains +2 accuracy, +2 strength and +1 luck. Limit, once per round.
During the settlement phase, you may spend ✪ to pass on your knowledge to another survivor. They gain the **Black Guard Style** secret fighting art. You lose it and suffer the **broken arm** severe injury.
**Record** and archive.


Black Guard Style
- secret fighting art -
Swords in your gear grid gain **Block 1.**
When you block a hit with a sword, your next attack that round with a sword gains +2 accuracy, +2 strength, +2 speed. Limit, once per round.
During the settlement phase, you may spend ✪ to train a survivor. They gain the **Black Guard Style** secret fighting art. You lose it and suffer the **broken arm** severe injury."
**Record** and archive.

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| Change(s): | - Updated card text:<br>● "Swords in your gear grid gain **Deflect 1**. When you deflect a hit with a sword, your next attack with a sword gains +2 accuracy, +2 strength, and +1 luck. Limit, once per round. During the Settlement Phase, you may spend ✪ to pass on your knowledge to another survivor. They gain the **Black Guard Style** secret fighting art. You lose it and suffer the **broken arm** severe injury." |
| Explanation: | The Black Guard Style SFA, originally introduced as promo content in Percival's "white box," is considered to be one of the most impractical and mediocre secret fighting arts currently available to players. Despite having an interesting damage mitigation ability, and cool factor, the SFA ultimately offers negligible offensive and defensive utility. Even if a survivor with the SFA were able to follow-up after blocking a hit, the bonus speed awarded by doing so only increases the survivor's chance of drawing a monster's trap card. The 1.5 version, as it is, squanders the SFA's potential.<br>The CE team redesigned Black Guard Style to increase the overall value of the SFA. CE Black Guard Style is a powerful defensive SFA that improves upon what made the original unique. By trading the generally weaker **Block 1** |

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| | for **Deflect 1**, survivors with the SFA gain far greater agency during the showdown. With **Deflect**, the survivor is assured to gain the weapon bonus at least once per showdown. Players using a survivor with the SFA no longer have to position themselves in an inopportune manner hoping that the monster targets them during its next turn. Furthermore, we removed the bonus speed from the follow-up attack and exchanged it for +1 luck—lowering a players chances of drawing the trap while making it easier for them to get a revenge crit. |

# Updated Settlement Events

## Cracks in the Ground

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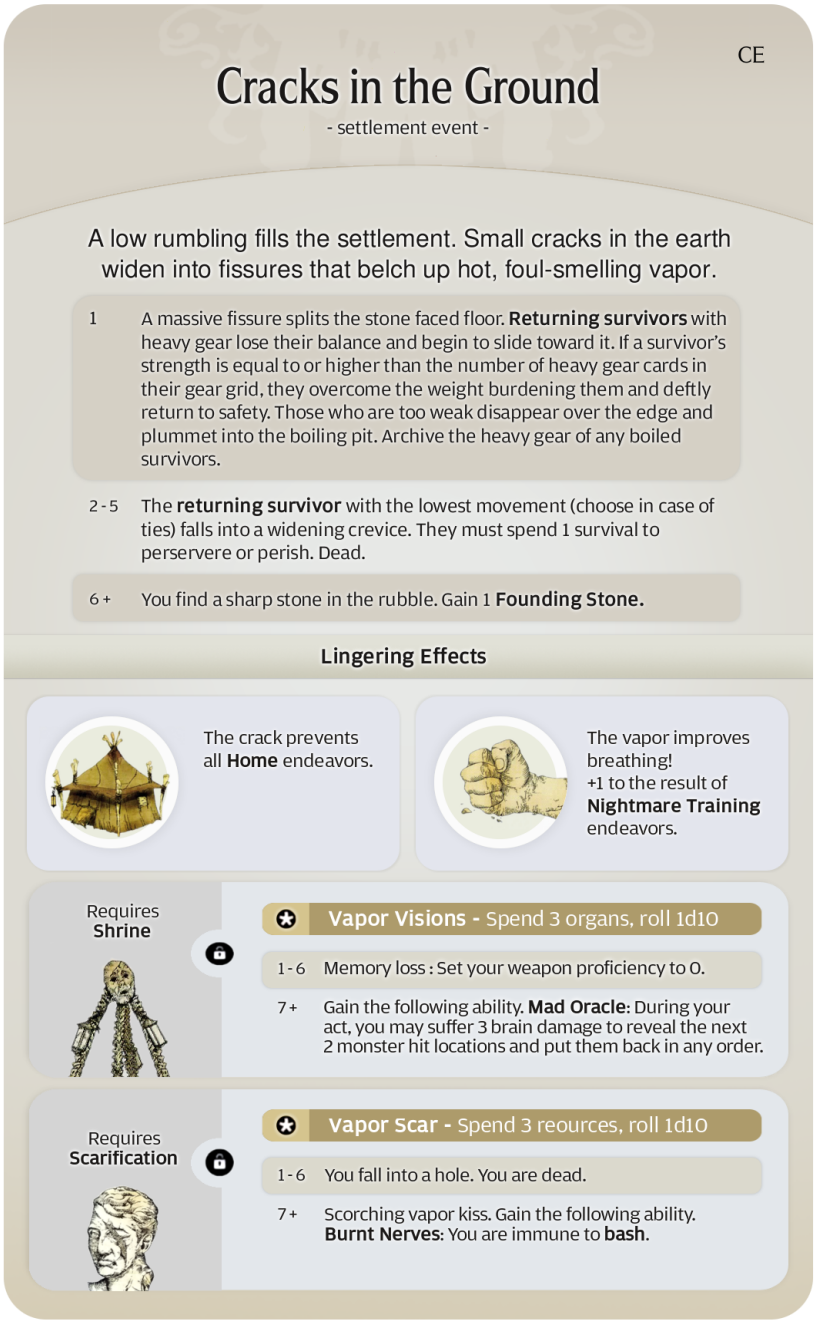
CE
Cracks in the Ground
- settlement event -
A low rumbling fills the settlement. Small cracks in the earth widen into fissures that belch up hot, foul-smelling vapor.
1 A massive fissure splits the stone faced floor. Returning survivors with heavy gear lose their balance and begin to slide toward it. If a survivor's strength is equal to or higher than the number of heavy gear cards in their gear grid, they overcome the weight burdening them and deftly return to safety. Those who are too weak disappear over the edge and plummet into the boiling pit. Archive the heavy gear of any boiled survivors.
2-5 The returning survivor with the lowest movement (choose in case of ties) falls into a widening crevice. They must spend 1 survival to perservere or perish. Dead.
6+ You find a sharp stone in the rubble. Gain 1 Founding Stone.
Lingering Effects
The crack prevents all Home endeavors.
The vapor improves breathing! +1 to the result of Nightmare Training endeavors.
Requires Shrine
Vapor Visions - Spend 3 organs, roll 1d10
1-6 Memory loss : Set your weapon proficiency to 0.
7+ Gain the following ability. Mad Oracle: During your act, you may suffer 3 brain damage to reveal the next 2 monster hit locations and put them back in any order.
Requires Scarification
Vapor Scar - Spend 3 reources, roll 1d10
1-6 You fall into a hole. You are dead.
7+ Scorching vapor kiss. Gain the following ability. Burnt Nerves: You are immune to bash.

Change(s):

- Updated card text:
  - 1 roll result: "A massive fissure splits the stone faced floor. **Returning survivors** with heavy gear begin sliding toward it. If

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| | a survivor's strength is equal to or higher than the number of heavy gear in their grid, they overcome the weight burdening them and deftly return to safety. Those who are too weak disappear over the edge and plummet into the boiling pit. Archive the heavy gear of any boiled survivors."<br>● 2-5 roll result: "The **returning survivor** with the lowest movement (choose in case of a tie) falls into a widening crevice. The survivor must spend 1 survival to persevere or perish. Dead."<br>- Mad Oracle ability updated:<br>● "During your act, you may suffer 3 brain damage to reveal the next 2 monster hit locations and put them back in any order." |
| <u>Explanation:</u> | Cracks in the Ground is not a particularly beloved settlement event in the 1.5 core. Considering that chance of drawing this event and rolling low guarantees the loss of often one or more members of a returning hunting party, some forgo crafting "heavy" gear entirely to avoid losing their survivors.<br>CE Cracks in the Ground is a departure from the original design, with multiple text updates meant to make this event equitable to players who enjoy using "heavy" gear. Though the CE design makes the settlement event far less of a threat, it is still capable of punishing survivors in the early and mid-game.<br>To further improve the settlement event's value we reworded the **Mad Oracle** ability gained through Vapor Visions. The survivor ability previously would reward players with a +1 evasion token (once per showdown) for correctly guessing a monster AI card before it is drawn. While this is interactive ability is fun and has a nice bonus, it doesn't provide a survivor with a reliably useful ability. The Community Edition rework, drawing inspiration from the Rawhide Headband gear special ability, improves on both the reliability and usefulness of Mad Oracle. Players utilizing CE content have even more options for hit location manipulation! Regardless, CE Cracks in the Ground remains a punishing settlement event for those who are not ready for it. |

# Dark Dentist

CE:

CE
Dark Dentist
- settlement event -
A cloaked woman enters the settlement. All that can be seen beneath her hood is the sparkle of perfect teeth. She offers to improve the survivors if they are brave enough.
Lingering Effects
Mend Bones
2 x bone or 1 x skull
The woman fixes your broken mouth. Heal the shattered jaw severe injury.
Monster Fangs*
4 x bone or 1 x large flat tooth.
The woman upgrades your mouth. Gain +1 permanent strength once per lifetime and the following ability. Monster Fangs: Gain +1 speed and +1 accuracy when attacking with Fist & Tooth.
Metal Jaw*
2 x Iron
Gain the following ability. Metal Maw: Your Fist & Tooth attacks gain Sharp.
*Before gaining the benefits of Monster Fangs or Metal Jaw, roll 1d10 to see if the surgery was a success.
1 - 2 You die. The dentist offers your skull to the settlement as an apology. Add 1 Skull basic resource to settlement storage.
3 - 5 The surgery fails. Suffer the shattered jaw severe injury. You may spend 1 to convince the surgeon to remove the implanted materials. Add half of the resources used to pay for the surgery (rounded down) to settlement storage.
6 + The surgery is successful!

Change(s):

- Mend Bones cost updated:
  - 3x Bone resources or a skull → 2x Bone resources or a skull.
- Monster Tooth Dentures reward updated:
  - "The woman upgrades your mouth. Gain +1 permanent strength once per lifetime. Gain +1 speed and +1 accuracy when attacking with Fist and Tooth."
- Surgery roll results updated:

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| | • 3-5 roll result: "The surgery fails! Suffer the **shattered jaw** severe injury. You may spend 1 ✪ to convince the surgeon to remove the implanted materials. Add half of the resources used to pay for the surgery to the settlement's storage (rounded down)." |
| Explanation: | The Dark Dentist in KD:M 1.5 offers players seldom more than a reprieve from the game's less desirable settlement events. While the event provides players with the opportunity to boost the strength of their survivors, the potential costs often discourages players from utilizing the dentist's services.<br>The CE update for Dark Dentist was developed to provide players with useful and fairly priced options that offer more incentive to undergo oral surgery. While the event is now far more forgiving, players will still feel punishment by rolling low. |

# Dark Trader

CE:

Dark Trader
CE
- settlement event -
A corpulent man reclines on a chair carried on the backs of four cloaked men. He offers to sell the settlement many amazing treasures... Each item may be purchased once.
Lingering Effects
Pink Stone
2 x resources
Roll 1d10:
1-2 As soon as the Trader leaves, you realize that you bought a useless rock.
3-9 It's just a sharp rock. Gain 1 Founding Stone gear.
10+ The stone begins to glow. Gain the Immortal disorder.
Shiny Sexy Jeweled Thong
4 x resources
You wear this forever. Roll 1d10:
1-2 You look amazing! If only it wasn't so uncomfortable. Suffer -1 permanent evasion.
3-9 It falls apart as soon as the trader leaves.
10+ Wearing it feels incredible! Gain +1 permanent luck.
Peculiar Goods
8 x resources or 2 x Weapon Gear
You examine an assortment of rather special looking weapons and offer to trade for one that catches your eye. Roll 1d10. This roll cannot be rerolled. If you offered resources to trade, gain +3 to the roll result.
1 - 6 The weapon turns to dust as the Trader leaves. Gain a random disorder. You endure the loss and learn from it.
7 - 8 With a keen eye you recognize familiar craftsmanship. Gain 1 Butcher Cleaver rare gear. Its weight impresses you.
9 - 11 The merchant, impressed by your resolve, offers you the choice of a lifetime. Gain 1 Steel Sword or 1 Steel Shield rare gear.
12 + Curiosities and rarities can be found in the most surprising places. Gain 1 random promo gear with the lantern keyword and add it to settlement storage.

Change(s):

- "Strange Brew" lingering effect removed.
- "Shiny Sexy Jeweled Thong" lingering effect updated.
  - Cost reduced.
    - 7x resources → 4x resources
- "Peculiar Goods" lingering effect added. (v.2.02)
  - Previously "Weapons Merchant."
  - Cost: 8x Resources or 2x Weapon Gear

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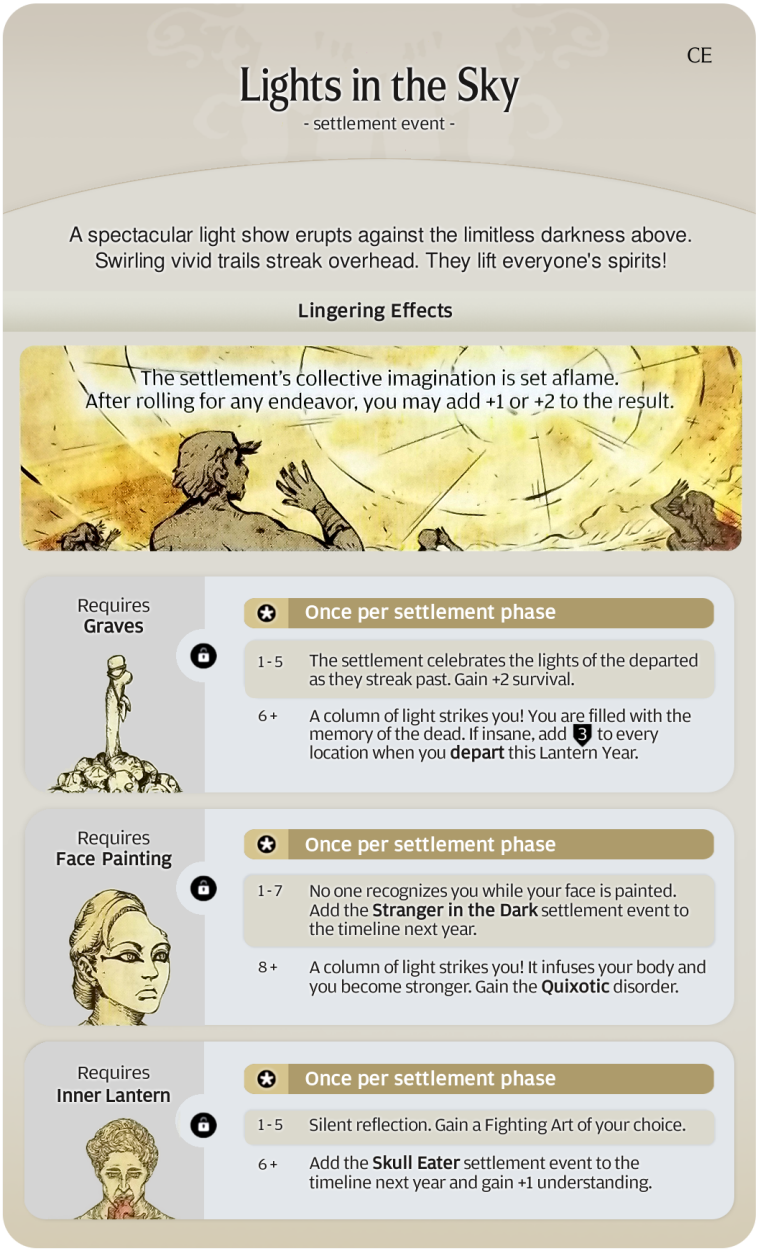
| | ○ "Once Per Settlement Phase: You examine an assortment of rather special looking weapons and offer to trade for one that catches your eye. If the survivor offers resources to trade, gain +3 to the roll result. You cannot reroll this result."<br>■ 1–6 roll result: "The weapon turns to dust as the Trader leaves. The survivor gains a random disorder. You endure the loss and learn from it."<br>7–8 roll result: "With a keen eye you recognize excellent craftsmanship. Gain one **Butcher Cleaver** rare gear. Its weight impresses you."<br>9–11 roll result: "The merchant, impressed by your resolve, offers you the choice of a lifetime. Gain either one **Steel Sword** or one **Steel Shield** rare gear."<br>12+ roll result: "Curious. Rarities and wonders can be found in the most surprising places. Gain one random **promo gear** with the *lantern* keyword and add it to the settlement's storage." |
| <u>Explanation:</u> | In the 1.5 core game, the arrival of the Dark Trader often goes without fanfare. The settlement event is a safe draw with a lot of potential that is ultimately held back by lackluster wares.<br>The Community Edition redesign of Dark Trader incorporates the best aspects of its 1.5 version with a lucrative new reward and cost reductions. While using old weapons is one way to get access to the merchant's most "peculiar" goods, paying with resources opens up the opportunity to be awarded with one random promo gear with the "lantern" keyword. This decision was made with the potentially game-breaking outcomes that can be caused when a player has access to certain promo gear (such as the Blood Plasma weapons or the Xmaxe). The team purposefully gated the opportunity for promo gear behind the 12+ roll result for this reason.<br>If a settlement without any official promo "lantern" gear rolls a 12+, the player(s) may choose to gain a random CE promotional lantern. |

# Lights in the Sky

CE:


CE
Lights in the Sky
- settlement event -
A spectacular light show erupts against the limitless darkness above. Swirling vivid trails streak overhead. They lift everyone's spirits!
Lingering Effects
The settlement's collective imagination is set aflame. After rolling for any endeavor, you may add +1 or +2 to the result.
Requires Graves
Once per settlement phase
1-5 The settlement celebrates the lights of the departed as they streak past. Gain +2 survival.
6+ A column of light strikes you! You are filled with the memory of the dead. If insane, add 3 to every location when you depart this Lantern Year.
Requires Face Painting
Once per settlement phase
1-7 No one recognizes you while your face is painted. Add the Stranger in the Dark settlement event to the timeline next year.
8+ A column of light strikes you! It infuses your body and you become stronger. Gain the Quixotic disorder.
Requires Inner Lantern
Once per settlement phase
1-5 Silent reflection. Gain a Fighting Art of your choice.
6+ Add the Skull Eater settlement event to the timeline next year and gain +1 understanding.

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| Change(s): | - Settlement Event text updated:<br>● "Once per settlement phase" endeavor event (requiring Face-Painting) roll result table updated:<br>○ 1–6 roll result range changed to 1–7. |
| Explanation: | The Community Edition update to the Lights in the Sky settlement event introduces a typo correction to one of the three "once per settlement phase" endeavor event tables. Also, rolls of seven will now be included among the results on the event that requires the Face Painting innovation. |

# Murder

CE:

Murder
CE
- settlement event -
If Murder was drawn from the Settlement Event deck, add [SE] Murder to the following year on the timeline as a timeline event. Then, discard this and draw a new settlement event.
If [SE] Murder was triggered as a timeline event, the returning survivors arrive at the settlement to find that someone has been murdered! The non-returning survivor with the highest Hunt XP in the settlement is the victim. They are dead. The murderer - the non-returning survivor with the highest insanity - was caught in the act and awaits punishment. Select the table that corresponds with your settlement's Society Principle and roll 1d10 to determine the fate of the murderer.
Collective Toil
1-6 The murderer is banished. Add the Stranger in the Dark settlement event to the timeline 3 years from now. This year, the departing survivors feel a strong sense of community, each gains 1 random fighting art.
7+ The murderer is sent into the darkness. They return with 1 Iron strange resource and the Immortal disorder.
Accept Darkness
1-3 The murderer is slaughtered and their blood is painted onto the bodies of the survivors, empowering them. Departing survivors this lantern year gain +2 survival and add 1 to each hit location.
4+ The murderer becomes the undisputed boss of the settlement and gains +3 Hunt XP! Each player selects 1 fighting art and 1 disorder. The murderer must take all of them, replacing any existing fighting arts or disorders they have.
No Society Principle
1-3 The murderer is killed.
4-7 The other survivors in the settlement cannot determine the truth, and reluctantly free the accused. This year, departing survivors gain +5 insanity and -2 survival.
8+ The murderer is heralded as the fiercest warrior in the settlement! They gain +1 permanent strength, +1 courage and understanding, and a Skull Helm gear card. Add this settlement event to the timeline 1d5 years from now.

Change(s):

- 2.02 updates to card text:
  - "If **Murder** was drawn from the Settlement Event deck, add [SE] **Murder** to the following year on the timeline as a **timeline event**. Then, discard this and draw a new settlement event.

    "If [SE] **Murder** was triggered as a **timeline event**, the **returning survivors** arrive at the settlement to find that

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| | someone has been murdered! The **non-returning survivor** with the highest hunt XP in the settlement is the victim. They are dead. The murderer—the **non-returning survivor** with the highest insanity—was caught in the act and awaits punishment. Select the table that corresponds with your settlement's Society Principle and roll 1d10 to determine the fate of the murderer."<br>- 2.01 card text:<br>● "Add Murder to the following year on the timeline as ill will evolves into wretched machinations. Draw and resolve a new settlement event for this lantern year if this card is triggered as a **random settlement event**."<br><br>"If this card is triggered as a settlement event on the timeline, the **returning survivors** arrive at the settlement to find that someone has been murdered! The **non-returning survivor** with the highest hunt XP in the settlement is the victim. They are dead. The murderer—the **non-returning survivor** with the highest insanity—was caught in the act and awaits punishment. Select the table that corresponds with your settlement's Society Principle and roll 1d10 to determine the fate of the murderer." |
| <u>Explanation:</u> | Murder in KD:M 1.5 is a settlement event beloved by no one; even so, it has its niche within the unforgiving setting of *Kingdom Death*. Within the *KD:M* community, Murder's detrimental effects and infuriating design are infamous. Many implement house rules, either removing Murder entirely or limiting the amount of times it can be drawn, to keep the game fun. While part of the entertainment of *Monster* comes from its myriad punishments, the loss of experienced survivors taxes players heavily. The loss of exceptional individuals ripples into the other phases of the game and can drastically influence the progress of a settlement (especially after drawing Murder multiple times).<br>For the Community Edition, the team redesigned Murder to allow for players to "protect" their favourite survivors. Murder is now added to the following year on the timeline after it has been drawn. **Returning survivors** are non-eligible targets as they arrive in the settlement the next lantern year to find the gruesome results of premeditated murder.<br>While weapon masters and retired hunters within the settlement remain vulnerable, players are now able to make nuanced choices about who they want to safeguard when Murder is added to the timeline. Although players are better able to prepare for the inevitability of a murder occurring, adapting to misfortune remains an integral part of the gaming experience.<br>The Community Editions 2.02 update incorporates text changes meant to improve card clarity and readability. |

# Plague

CE:

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Plague
- settlement event -
Sickness sweeps through the settlement. Survivors are stricken without warning, made too weak to even care for themselves. Select 4 survivors with at least 1 Hunt XP: they are infected. Each rolls 1d10.
Add +1 to the roll result for each science innovation the settlement has.
1 2
You are dead. The infection spreads! Add Plague to the next lantern year on the timeline if it is not already there.
3 4 5 6 7 8
Does the settlement have Bloodletting?
Yes
Drained and weak, you manage to survive. You must skip the next hunt to recover the lost blood.
No
Your body tries to fight the infection. Unless you receive treatment (see below), you will die at the end of the settlement phase.
9 10
You make a full recovery!
Lingering Effects
Requires Ammonia
Treatment - roll 1d10
1-8 Select an infected survivor to receive treatment.
9+ All infected survivors receive treatment. The settlement resists the infection. If Plague is currently on the timeline, remove it.

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| Change(s): | - Updated card text:<br>● "Add +1 to the roll result for each **science** innovation the settlement has." (v.2.02)<br>○ "Add +1 to the roll result for every innovation with the ***science*** keyword in your settlement." (v.2.01) |
| Explanation: | Plague is one of KD:M's "feel bad" settlement events. In KD:M 1.5, Plague often causes heavy losses even if settlements have access to Bloodletting. The demoralizing loss of population that drawing this SE often heralds can escalate into die-offs that can cripple a settlement. For more experienced players, this is |

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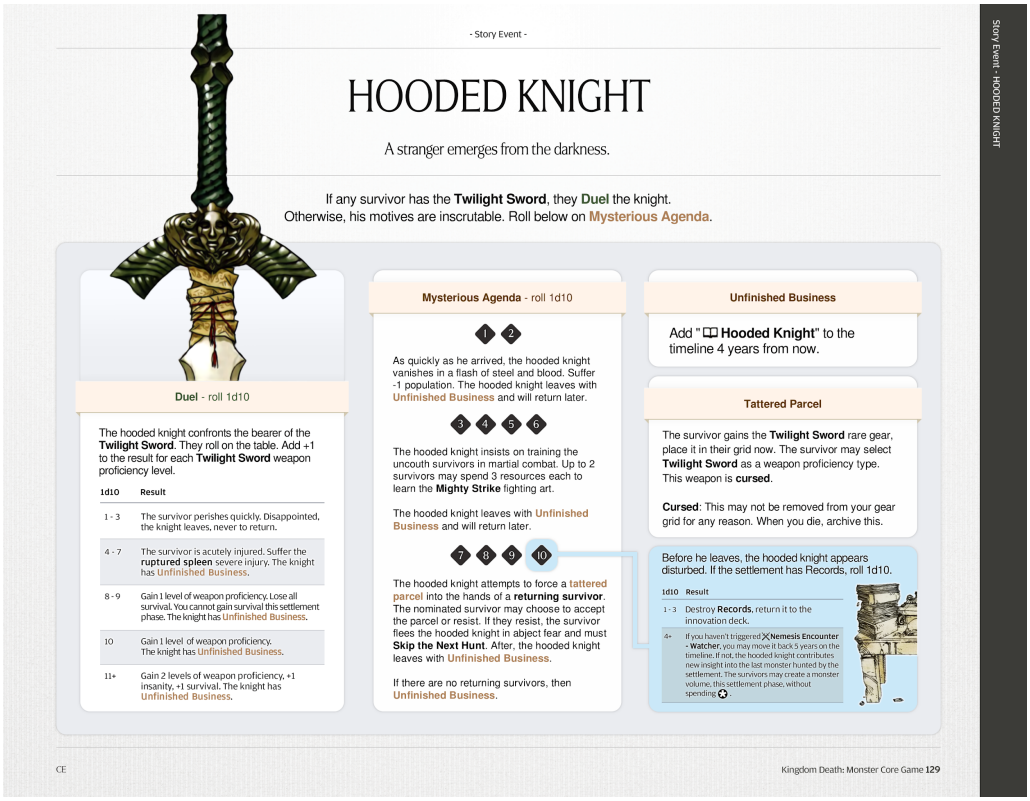
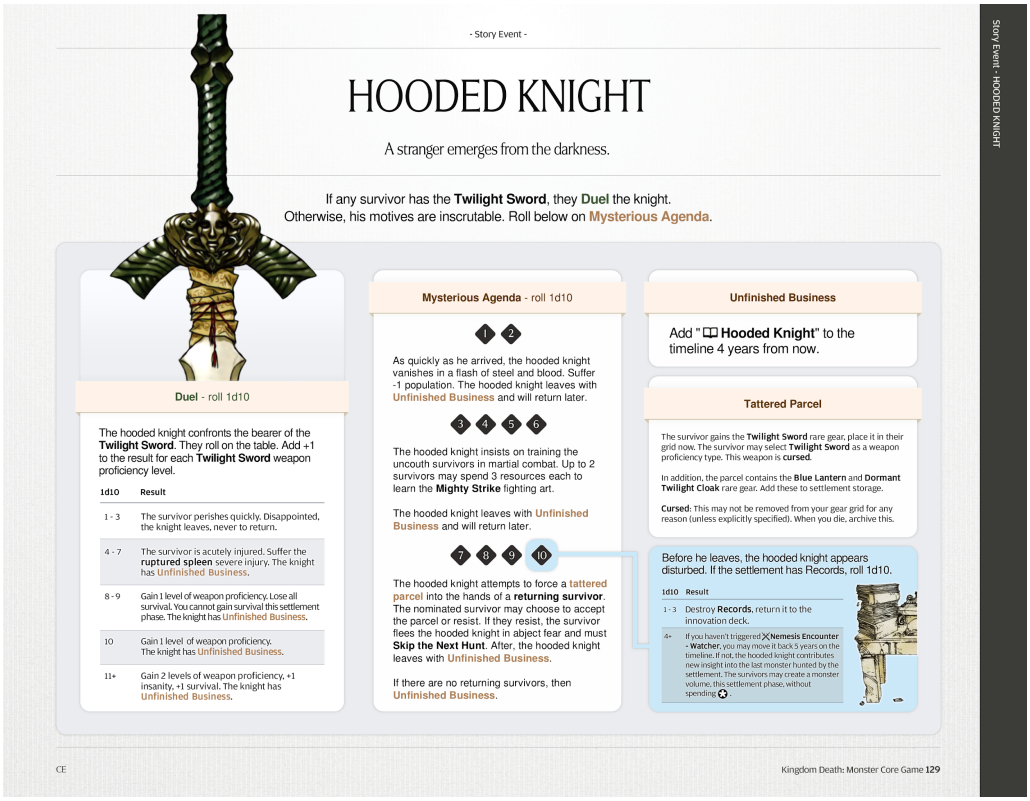
| | a part of *Monster*'s difficulty and has its place in the game. Even so, the CE team felt that the settlement event could be slightly improved.<br>For the Community Edition, Plague has been updated so that a settlement's ability to resist disease is directly correlated to their level of scientific progress. By having multiple innovations with the "science" keyword in your settlement, each nominated survivor will add +1 to their roll results for each of them. While CE Plague remains devastating to settlements still in their infancy, the threat the Settlement Event poses wanes the farther into a campaign players get. Within the 1.5 core game, there are six innovations using the keyword that a settlement can gain depending on the choices they make. There are seven more innovations that can be added through the inclusion of expansion content. CE Plague allows for players to breathe easier mid- to late-game while still posing a threat to settlements to some level throughout a campaign.<br>The Community Edition's 2.02 update introduces text updates meant to improve card readability. |

# Updated Story Events

## - Hooded Knight

CE:


- Story Event -
HOODED KNIGHT
A stranger emerges from the darkness.
If any survivor has the Twilight Sword, they Duel the knight.
Otherwise, his motives are inscrutable. Roll below on Mysterious Agenda.
Duel - roll 1d10
The hooded knight confronts the bearer of the Twilight Sword. They roll on the table. Add +1 to the result for each Twilight Sword weapon proficiency level.
1d10 Result
1 - 3 The survivor perishes quickly. Disappointed, the knight leaves, never to return.
4 - 7 The survivor is acutely injured. Suffer the ruptured spleen severe injury. The knight has Unfinished Business.
8 - 9 Gain 1 level of weapon proficiency. Lose all survival. You cannot gain survival this settlement phase. The knight has Unfinished Business.
10 Gain 1 level of weapon proficiency. The knight has Unfinished Business.
11+ Gain 2 levels of weapon proficiency, +1 insanity, +1 survival. The knight has Unfinished Business.
Mysterious Agenda - roll 1d10
1 2
As quickly as he arrived, the hooded knight vanishes in a flash of steel and blood. Suffer -1 population. The hooded knight leaves with Unfinished Business and will return later.
3 4 5 6
The hooded knight insists on training the uncouth survivors in martial combat. Up to 2 survivors may spend 3 resources each to learn the Mighty Strike fighting art.
The hooded knight leaves with Unfinished Business and will return later.
7 8 9 10
The hooded knight attempts to force a tattered parcel into the hands of a returning survivor. The nominated survivor may choose to accept the parcel or resist. If they resist, the survivor flees the hooded knight in abject fear and must Skip the Next Hunt. After, the hooded knight leaves with Unfinished Business.
If there are no returning survivors, then Unfinished Business.
Unfinished Business
Add "Hooded Knight" to the timeline 4 years from now.
Tattered Parcel
The survivor gains the Twilight Sword rare gear, place it in their grid now. The survivor may select Twilight Sword as a weapon proficiency type. This weapon is cursed.
Cursed: This may not be removed from your gear grid for any reason. When you die, archive this.
Before he leaves, the hooded knight appears disturbed. If the settlement has Records, roll 1d10.
1d10 Result
1 - 3 Destroy Records, return it to the innovation deck.
4+ If you haven't triggered Nemesis Encounter - Watcher, you may move it back 5 years on the timeline. If not, the hooded knight contributes new insight into the last monster hunted by the settlement. The survivors may create a monster volume, this settlement phase, without spending .
CE
Kingdom Death: Monster Core Game 129
Story Event - HOODED KNIGHT


- Story Event -
HOODED KNIGHT
A stranger emerges from the darkness.
If any survivor has the Twilight Sword, they Duel the knight.
Otherwise, his motives are inscrutable. Roll below on Mysterious Agenda.
Duel - roll 1d10
The hooded knight confronts the bearer of the Twilight Sword. They roll on the table. Add +1 to the result for each Twilight Sword weapon proficiency level.
1d10 Result
1 - 3 The survivor perishes quickly. Disappointed, the knight leaves, never to return.
4 - 7 The survivor is acutely injured. Suffer the ruptured spleen severe injury. The knight has Unfinished Business.
8 - 9 Gain 1 level of weapon proficiency. Lose all survival. You cannot gain survival this settlement phase. The knight has Unfinished Business.
10 Gain 1 level of weapon proficiency. The knight has Unfinished Business.
11+ Gain 2 levels of weapon proficiency, +1 insanity, +1 survival. The knight has Unfinished Business.
Mysterious Agenda - roll 1d10
1 2
As quickly as he arrived, the hooded knight vanishes in a flash of steel and blood. Suffer -1 population. The hooded knight leaves with Unfinished Business and will return later.
3 4 5 6
The hooded knight insists on training the uncouth survivors in martial combat. Up to 2 survivors may spend 3 resources each to learn the Mighty Strike fighting art.
The hooded knight leaves with Unfinished Business and will return later.
7 8 9 10
The hooded knight attempts to force a tattered parcel into the hands of a returning survivor. The nominated survivor may choose to accept the parcel or resist. If they resist, the survivor flees the hooded knight in abject fear and must Skip the Next Hunt. After, the hooded knight leaves with Unfinished Business.
If there are no returning survivors, then Unfinished Business.
Unfinished Business
Add "Hooded Knight" to the timeline 4 years from now.
Tattered Parcel
The survivor gains the Twilight Sword rare gear, place it in their grid now. The survivor may select Twilight Sword as a weapon proficiency type. This weapon is cursed.
In addition, the parcel contains the Blue Lantern and Dormant Twilight Cloak rare gear. Add these to settlement storage.
Cursed: This may not be removed from your gear grid for any reason (unless explicitly specified). When you die, archive this.
Before he leaves, the hooded knight appears disturbed. If the settlement has Records, roll 1d10.
1d10 Result
1 - 3 Destroy Records, return it to the innovation deck.
4+ If you haven't triggered Nemesis Encounter - Watcher, you may move it back 5 years on the timeline. If not, the hooded knight contributes new insight into the last monster hunted by the settlement. The survivors may create a monster volume, this settlement phase, without spending .
CE
Kingdom Death: Monster Core Game 129
Story Event - HOODED KNIGHT

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| Change(s): | - *Duel* table roll results updated:<br>● 4–7 roll result: “The survivor is acutely injured. Suffer the **ruptured spleen** severe injury. The knight has **Unfinished Business**.”<br>- *Mysterious Agenda* table roll results updated:<br>● 1–2 roll result: “As quickly as he arrived, the hooded knight vanishes in a flash of steel and blood. Suffer -1 population. The hooded knight leaves with **Unfinished Business** and will return later.”<br>● 7–10 roll result: “The hooded knight attempts to force a **tattered parcel** into the hands of a **returning survivor**. The **nominated survivor** may choose to accept the parcel or resist. If they resist, the terrified survivor gains the **Anxiety** disorder as they flee the stranger and must **Skip the Next Hunt**. After, the hooded knight leaves with **Unfinished Business**. If there are no returning survivors, then **Unfinished Business**.”<br>○ 7–10 roll result: “The hooded knight attempts to force a **tattered parcel** into the hands of a **returning survivor**. The **nominated survivor** may choose to accept the parcel or resist. If they resist, the survivor flees the hooded knight in abject fear and must **Skip the Next Hunt**. After, the hooded knight leaves with **Unfinished Business**. If there are no returning survivors, then **Unfinished Business**.” (v.2.01)<br>- Lantern 10 special roll result updated:<br>● 4+: “If you haven't triggered ⚔**Nemesis Encounter - Watcher**, you may move it back 5 years on the timeline. If not, the hooded knight contributes new insight into the last monster hunted by the settlement. The survivors may create a monster volume, this settlement phase, without spending an ✪.”<br>- *Tattered Parcel* text included:<br>● Allison the Twilight Knight sticker additions incorporated. |
| Explanation: | The Hooded Knight story event in 1.5 introduces players to the Twilight Sword and the mysterious knight that bequeaths it unto a hapless member of a settlement. For the cost of one early game survivor with the most Hunt XP, oftentimes one of the better individuals within a growing settlement, the player(s) gain a weapon with incredible potential.<br>Though the cursed sword does allow a proficient wielder to carve into the Watcher, the surprising amount of punishment that comes from gaining it has |

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| | made it more of a dreaded eventuality in most People of the Lantern campaigns. In order to get the most out of the cursed weapon (one of many pieces of gear that can't be removed from a survivor's gear grid once gained), players are often forced to lose one of their stronger survivors that may be training a key weapon proficiency at that time. Death lingers closely to all survivors that find themselves wielding a Twilight Sword and low rolls will only further punish players. The low results to the **Duel** and **Mysterious Agenda** tables deal harsh sentences that often mitigate the benefits of having the Twilight Sword. The introduction of the mysterious knight and the Twilight Sword often becomes less fun as one becomes better acquainted with the game.<br>For the Community Edition, the story event updates were developed with the intention to lessen the severity of the tables and slightly increase the potential reward from encounters with the Twilight Knight. Updates to the roll results aim to make the event less of an unfortunate, recurring hazard. While the story event tables still hurt, struggling settlements have greater options to protect key survivors in the early-game.<br>We've included two versions so that players have the option to use a story event page that has the Allison the Twilight Knight White Box content already included.<br>With the release of version 2.02 of the Community Edition, this event received slight text changes to ensure that players received adequate punishment for choosing to flee the hooded stranger. |

## - Intimacy

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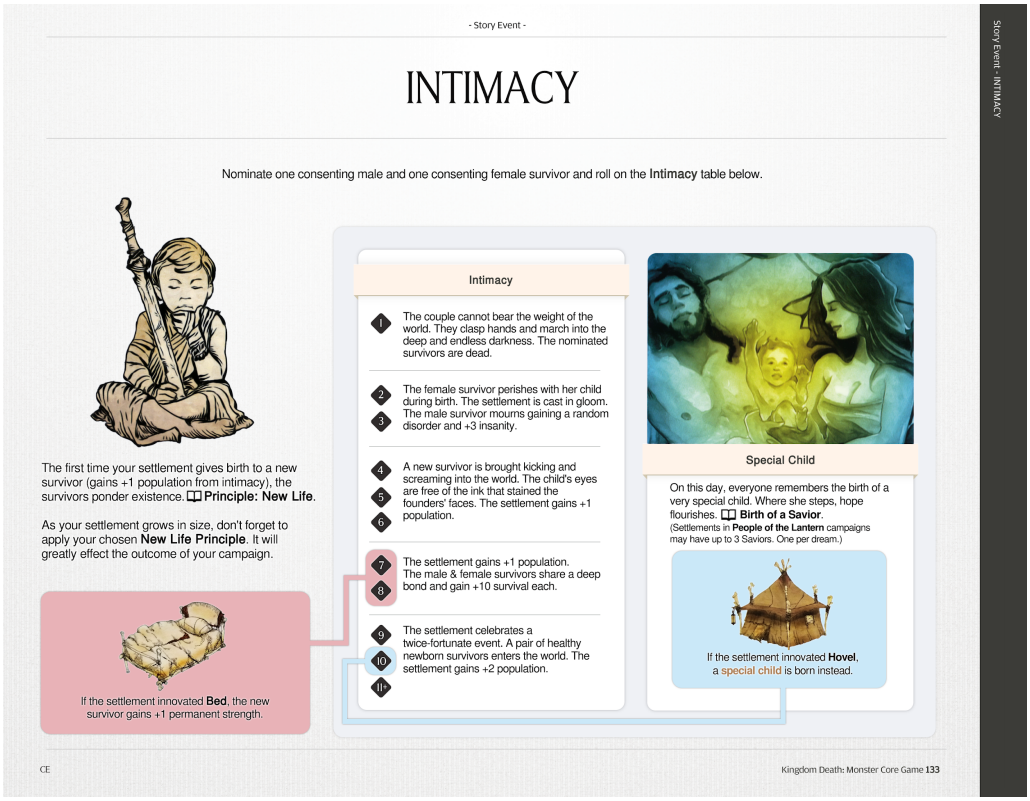
- Story Event -
INTIMACY
Nominate one consenting male and one consenting female survivor and roll on the Intimacy table below.
The first time your settlement gives birth to a new survivor (gains +1 population from intimacy), the survivors ponder existence. Principle: New Life.
As your settlement grows in size, don't forget to apply your chosen New Life Principle. It will greatly effect the outcome of your campaign.
If the settlement innovated Bed, the new survivor gains +1 permanent strength.
Intimacy
1 The couple cannot bear the weight of the world. They clasp hands and march into the deep and endless darkness. The nominated survivors are dead.
2 3 The female survivor perishes with her child during birth. The settlement is cast in gloom. The male survivor mourns gaining a random disorder and +3 insanity.
4 5 6 A new survivor is brought kicking and screaming into the world. The child's eyes are free of the ink that stained the founders' faces. The settlement gains +1 population.
7 8 The settlement gains +1 population. The male & female survivors share a deep bond and gain +10 survival each.
9 10 11+ The settlement celebrates a twice-fortunate event. A pair of healthy newborn survivors enters the world. The settlement gains +2 population.
Special Child
On this day, everyone remembers the birth of a very special child. Where she steps, hope flourishes. Birth of a Savior.
(Settlements in People of the Lantern campaigns may have up to 3 Saviors. One per dream.)
If the settlement innovated Hovel, a special child is born instead.
CE
Kingdom Death: Monster Core Game 133
Story Event - INTIMACY

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| Change(s): | - Updated text:<br>● "Settlements in **People of the Lantern** campaigns may have up to three saviors, one per dream."<br>● "If the settlement innovated **Hovel**, a **special child** is born instead." (2.01 clarification) |
| Explanation: | Saviors in *Monster*'s *1.5* iteration received an overhaul that largely reduced the overall power and effectiveness of the once mighty super survivors of the 1.3 version. The special survivors were limited to only one per settlement and their abilities were entirely reworked. While green and blue saviors have remained relevant, red saviors languish due to their comparative weakness.<br>As a part of the CE team's efforts to balance *Monster*'s New Life Principles, saviors have been updated to maximize their viability and use in People of the Lantern campaigns. Saviors were updated in this manner to allow players greater opportunities to play with each of the new secret fighting arts.<br>The 2.01 text update for this story event page reintroduces some of the 1.3 game text for clarity. |

## - King's Curse

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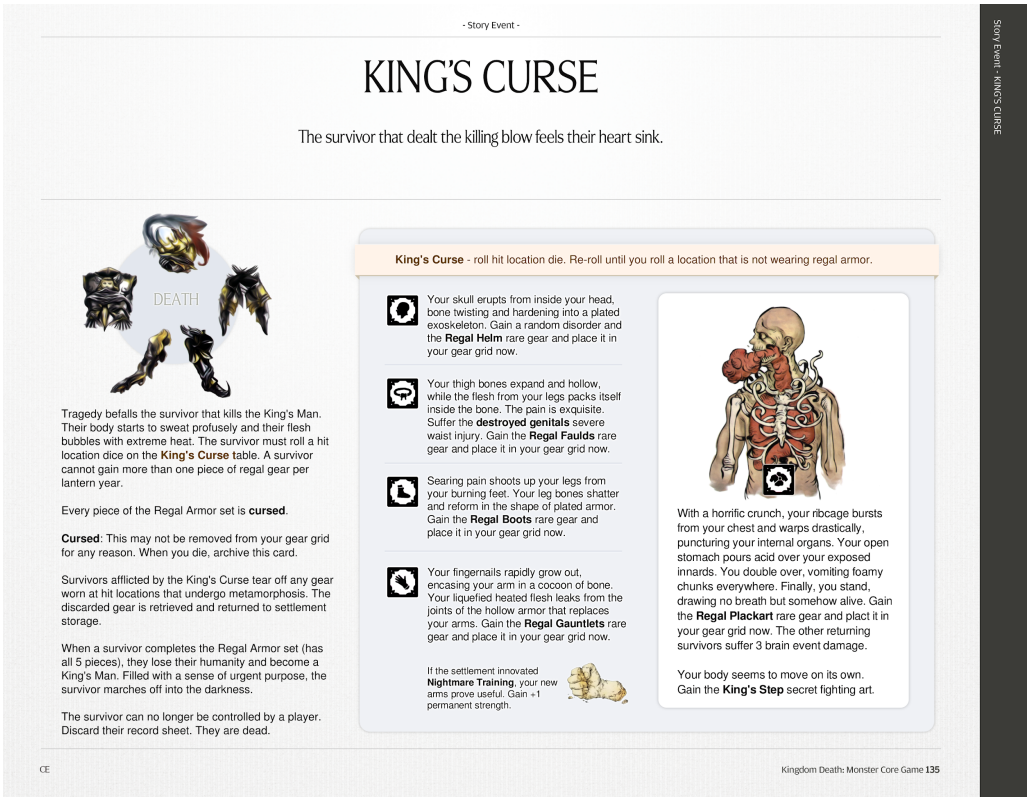
- Story Event -
KING'S CURSE
The survivor that dealt the killing blow feels their heart sink.
DEATH
Tragedy befalls the survivor that kills the King's Man. Their body starts to sweat profusely and their flesh bubbles with extreme heat. The survivor must roll a hit location dice on the King's Curse table. A survivor cannot gain more than one piece of regal gear per lantern year.
Every piece of the Regal Armor set is cursed.
Cursed: This may not be removed from your gear grid for any reason. When you die, archive this card.
Survivors afflicted by the King's Curse tear off any gear worn at hit locations that undergo metamorphosis. The discarded gear is retrieved and returned to settlement storage.
When a survivor completes the Regal Armor set (has all 5 pieces), they lose their humanity and become a King's Man. Filled with a sense of urgent purpose, the survivor marches off into the darkness.
The survivor can no longer be controlled by a player. Discard their record sheet. They are dead.
King's Curse - roll hit location die. Re-roll until you roll a location that is not wearing regal armor.
Your skull erupts from inside your head, bone twisting and hardening into a plated exoskeleton. Gain a random disorder and the Regal Helm rare gear and place it in your gear grid now.
Your thigh bones expand and hollow, while the flesh from your legs packs itself inside the bone. The pain is exquisite. Suffer the destroyed genitals severe waist injury. Gain the Regal Faulds rare gear and place it in your gear grid now.
Searing pain shoots up your legs from your burning feet. Your leg bones shatter and reform in the shape of plated armor. Gain the Regal Boots rare gear and place it in your gear grid now.
Your fingernails rapidly grow out, encasing your arm in a cocoon of bone. Your liquefied heated flesh leaks from the joints of the hollow armor that replaces your arms. Gain the Regal Gauntlets rare gear and place it in your gear grid now.
If the settlement innovated Nightmare Training, your new arms prove useful. Gain +1 permanent strength.
With a horrific crunch, your ribcage bursts from your chest and warps drastically, puncturing your internal organs. Your open stomach pours acid over your exposed innards. You double over, vomiting foamy chunks everywhere. Finally, you stand, drawing no breath but somehow alive. Gain the Regal Plackart rare gear and plact it in your gear grid now. The other returning survivors suffer 3 brain event damage.
Your body seems to move on its own. Gain the King's Step secret fighting art.
CE
Kingdom Death: Monster Core Game 135
Story Event - KING'S CURSE

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| Change(s): | - Story event text updated:<br>● "Survivors afflicted by the King's Curse tear off any gear worn at hit locations that undergo metamorphosis. The discarded gear is retrieved and returned to settlement storage." |
| Explanation: | The Community Edition updates to the King's Curse story event provide players with a definitive answer to what happens to gear on hit locations affected by the curse. Poots made a ruling in 2016 that the gear is stored, instead of lost or archived because of the transformation. |

## - Principle: Conviction

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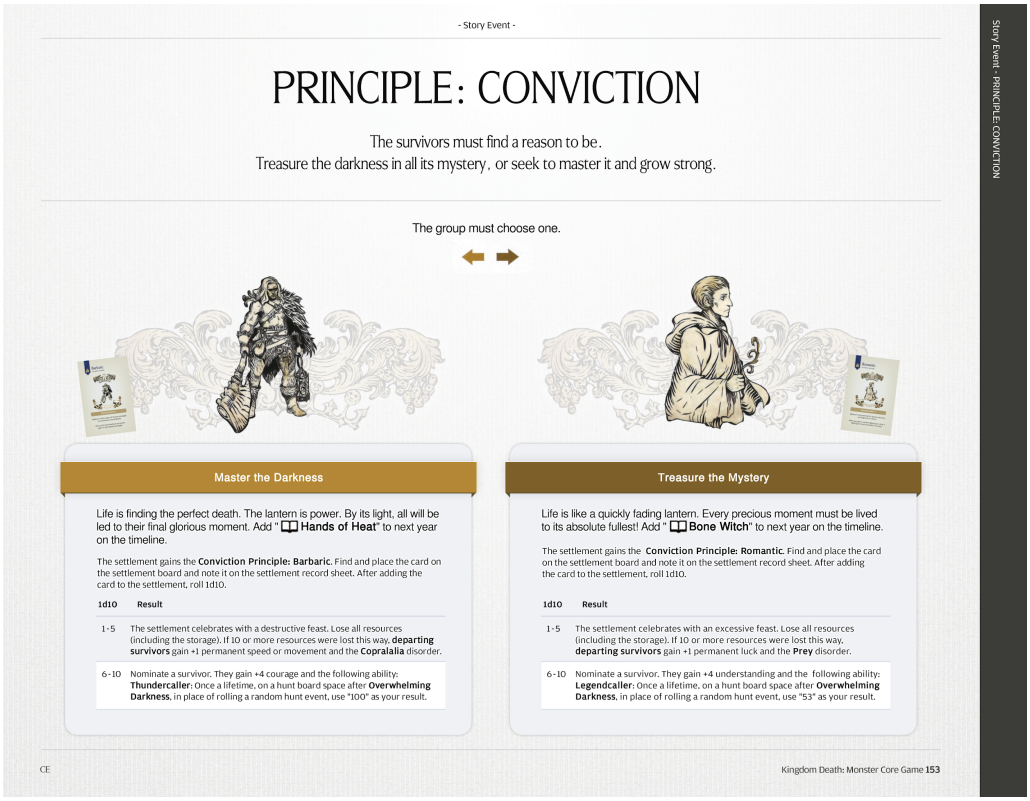
- Story Event -
PRINCIPLE: CONVICTION
The survivors must find a reason to be.
Treasure the darkness in all its mystery, or seek to master it and grow strong.
The group must choose one.
Master the Darkness
Life is finding the perfect death. The lantern is power. By its light, all will be led to their final glorious moment. Add "Hands of Heat" to next year on the timeline.
The settlement gains the Conviction Principle: Barbaric. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement, roll 1d10.
1d10 Result
1-5 The settlement celebrates with a destructive feast. Lose all resources (including the storage). If 10 or more resources were lost this way, departing survivors gain +1 permanent speed or movement and the Copralalia disorder.
6-10 Nominate a survivor. They gain +4 courage and the following ability: Thundercaller: Once a lifetime, on a hunt board space after Overwhelming Darkness, in place of rolling a random hunt event, use "100" as your result.
Treasure the Mystery
Life is like a quickly fading lantern. Every precious moment must be lived to its absolute fullest! Add "Bone Witch" to next year on the timeline.
The settlement gains the Conviction Principle: Romantic. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement, roll 1d10.
1d10 Result
1-5 The settlement celebrates with an excessive feast. Lose all resources (including the storage). If 10 or more resources were lost this way, departing survivors gain +1 permanent luck and the Prey disorder.
6-10 Nominate a survivor. They gain +4 understanding and the following ability: Legendcaller: Once a lifetime, on a hunt board space after Overwhelming Darkness, in place of rolling a random hunt event, use "53" as your result.
CE
Kingdom Death: Monster Core Game 153
Story Event - PRINCIPLE: CONVICTION

Change(s):

- Barbaric text updated:
  - 1–5 roll result: "The settlement celebrates with a savage feast. Lose all resources (including those in settlement storage). If 10 or more resources were lost, **departing survivors** gain either +1 permanent speed or movement and the **Coprolalia** disorder."

Explanation:

The Principle: Conviction story event presents players a choice between a thirst for power or insight within the nightmarish world of *Kingdom Death*. However, as with all of the game's principles, there is a disparity in value between the choice of Barbarism or Romanticism. Romantic is generally considered to be the better of the two Conviction Principles, given its strategic utility synergy with White Box content. The chance for gaining a survivor with +1 permanent luck in addition to the Romantic's other rewards sets the principle in a league above its counterpart.

The CE update to the Principle: Conviction story event makes rolling low for Barbaric less of a letdown. The potential to gain either +1 permanent speed or +1 permanent movement, alongside the **Coprolalia** disorder, is a far more versatile reward for players losing at least 10 resources stored in their settlement.

## - Principle: Death

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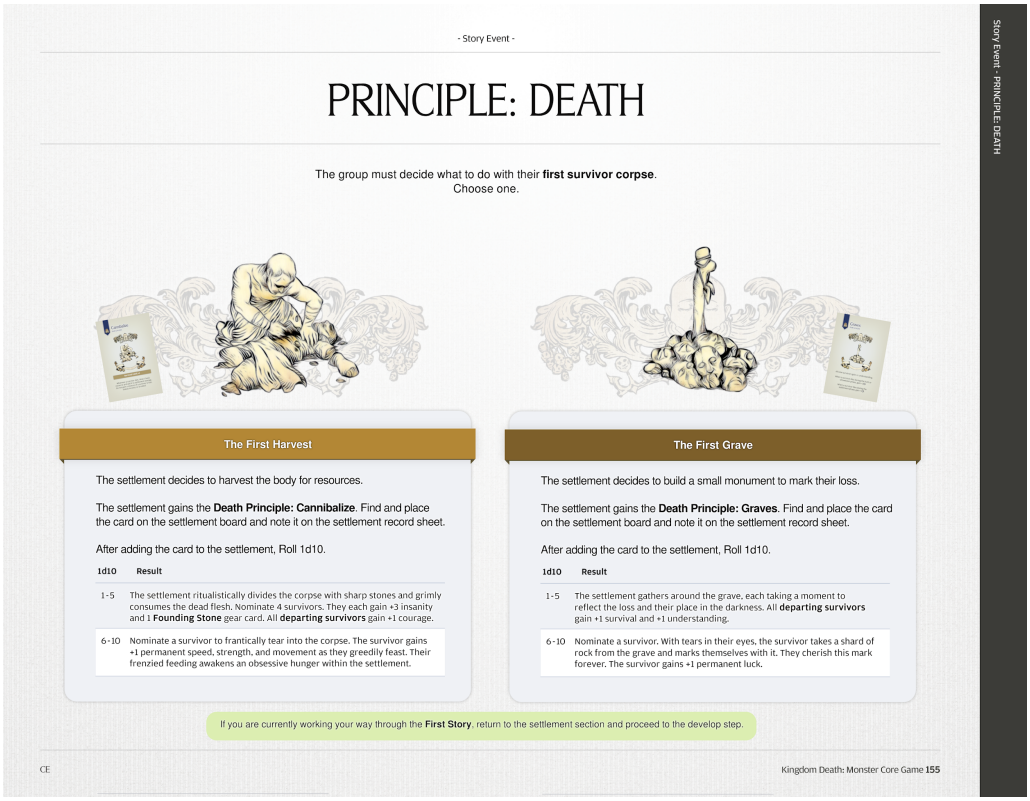
- Story Event -
PRINCIPLE: DEATH
The group must decide what to do with their first survivor corpse.
Choose one.
The First Harvest
The settlement decides to harvest the body for resources.
The settlement gains the Death Principle: Cannibalize. Find and place the card on the settlement board and note it on the settlement record sheet.
After adding the card to the settlement, Roll 1d10.
1d10 Result
1-5 The settlement ritualistically divides the corpse with sharp stones and grimly consumes the dead flesh. Nominate 4 survivors. They each gain +3 insanity and 1 Founding Stone gear card. All departing survivors gain +1 courage.
6-10 Nominate a survivor to frantically tear into the corpse. The survivor gains +1 permanent speed, strength, and movement as they greedily feast. Their frenzied feeding awakens an obsessive hunger within the settlement.
The First Grave
The settlement decides to build a small monument to mark their loss.
The settlement gains the Death Principle: Graves. Find and place the card on the settlement board and note it on the settlement record sheet.
After adding the card to the settlement, Roll 1d10.
1d10 Result
1-5 The settlement gathers around the grave, each taking a moment to reflect the loss and their place in the darkness. All departing survivors gain +1 survival and +1 understanding.
6-10 Nominate a survivor. With tears in their eyes, the survivor takes a shard of rock from the grave and marks themselves with it. They cherish this mark forever. The survivor gains +1 permanent luck.
If you are currently working your way through the First Story, return to the settlement section and proceed to the develop step.
CE
Kingdom Death: Monster Core Game 155
Story Event - PRINCIPLE: DEATH

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| Change(s): | - The First Harvest updated:<br>● 1-5 roll result: “The settlement ritualistically divides the corpse with sharp stones and grimly consumes the dead flesh. Nominate 4 survivors. They each gain +3 insanity and 1 **Founding Stone** gear card. All **departing survivors** gain +1 courage.”<br>● 6-10 roll result: “Nominate a survivor to frantically tear into the corpse. The survivor gains +1 permanent speed, strength, and movement as they greedily feast. Their frenzied feeding awakens an obsessive hunger within the settlement.” |
| Explanation: | As a continuation of the Community Edition team’s efforts to improve the balance of *Monster*’s Death principles and create a more varied gameplay experience, the roll results for the First Harvest story event have been slightly improved. Cannibalize in KD:M 1.5 is overwhelmingly forgone by players—the result of its subpar benefits. While gaining a basic resource when a survivor perishes is nice, having no ability to make up for total party kills (which are common in *Monster*) is not. The original roll results offered players little incentive to choose Cannibalize rather than Graves as well. The disparity |

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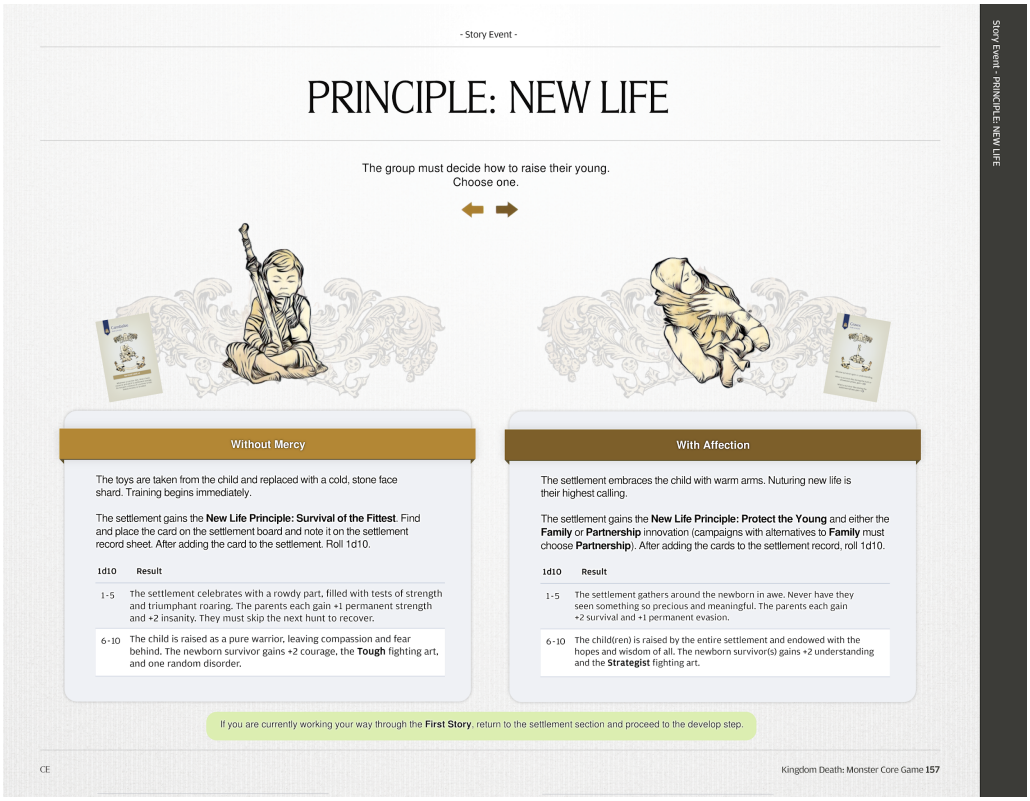
| | between gaining +1 permanent luck and +1 permanent speed as a reward is enormous. The usefulness of a permanent luck bonus far supersedes that of speed (which often results in more trap card pulls).<br>As with all aspects of the Community Edition, the **Principle: Death** story event was developed with game balance and gameplay variety in mind. |

## - Principle: New Life

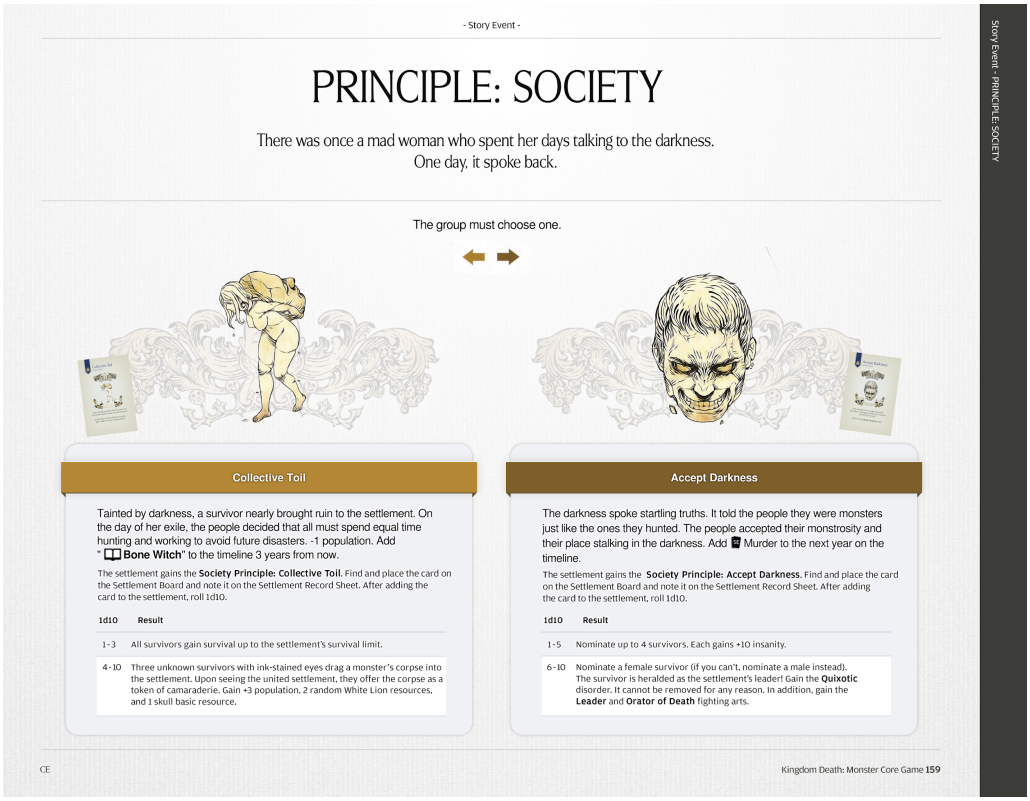
CE:


- Story Event -
PRINCIPLE: NEW LIFE
The group must decide how to raise their young.
Choose one.
Without Mercy
The toys are taken from the child and replaced with a cold, stone face shard. Training begins immediately.
The settlement gains the New Life Principle: Survival of the Fittest. Find and place the card on the settlement board and note it on the settlement record sheet. After adding the card to the settlement. Roll 1d10.
1d10 Result
1-5 The settlement celebrates with a rowdy part, filled with tests of strength and triumphant roaring. The parents each gain +1 permanent strength and +2 insanity. They must skip the next hunt to recover.
6-10 The child is raised as a pure warrior, leaving compassion and fear behind. The newborn survivor gains +2 courage, the Tough fighting art, and one random disorder.
With Affection
The settlement embraces the child with warm arms. Nuturing new life is their highest calling.
The settlement gains the New Life Principle: Protect the Young and either the Family or Partnership innovation (campaigns with alternatives to Family must choose Partnership). After adding the cards to the settlement record, roll 1d10.
1d10 Result
1-5 The settlement gathers around the newborn in awe. Never have they seen something so precious and meaningful. The parents each gain +2 survival and +1 permanent evasion.
6-10 The child(ren) is raised by the entire settlement and endowed with the hopes and wisdom of all. The newborn survivor(s) gains +2 understanding and the Strategist fighting art.
If you are currently working your way through the First Story, return to the settlement section and proceed to the develop step.
CE
Kingdom Death: Monster Core Game 157
Story Event - PRINCIPLE: NEW LIFE

| | |
|---|---|
| Change(s): | - With Affection text updated:<br>● "The settlement gains the **New Life Principle: Protect the Young** and either the **Family** or **Partnership** innovation (campaigns with alternatives to **Family** must choose **Partnership**). After adding the cards to the settlement record, roll 1d10." |
| Explanation: | As a continuation of the Community Edition team's efforts to improve the balance between *Monster*'s two New Life principles, the With Affection story event's text has been updated. Players that choose Protect the Young (PtY) are now awarded either the **Family** or **Partnership** innovation (depending on the campaign).<br>The CE team discussed different ways to increase the effectiveness of PtY, in respect to SotF, at length. In lieu of adding stat buffs, players gain one of two early-game innovation for free alongside their New Life principle depending on the campaign they're playing. The distinction that campaigns with alternative versions of **Family** must choose **Partnership** was made with overall game balance in mind. The team did not want changes to KD:M 1.5 to introduce broken interactions into expansion campaigns. |

## - Principle: Society

CE:


- Story Event -
PRINCIPLE: SOCIETY
There was once a mad woman who spent her days talking to the darkness.
One day, it spoke back.
The group must choose one.
Collective Toil
Tainted by darkness, a survivor nearly brought ruin to the settlement. On the day of her exile, the people decided that all must spend equal time hunting and working to avoid future disasters. -1 population. Add "Bone Witch" to the timeline 3 years from now.
The settlement gains the Society Principle: Collective Toil. Find and place the card on the Settlement Board and note it on the Settlement Record Sheet. After adding the card to the settlement, roll 1d10.
1d10 Result
1-3 All survivors gain survival up to the settlement's survival limit.
4-10 Three unknown survivors with ink-stained eyes drag a monster's corpse into the settlement. Upon seeing the united settlement, they offer the corpse as a token of camaraderie. Gain +3 population, 2 random White Lion resources, and 1 skull basic resource.
Accept Darkness
The darkness spoke startling truths. It told the people they were monsters just like the ones they hunted. The people accepted their monstrosity and their place stalking in the darkness. Add Murder to the next year on the timeline.
The settlement gains the Society Principle: Accept Darkness. Find and place the card on the Settlement Board and note it on the Settlement Record Sheet. After adding the card to the settlement, roll 1d10.
1d10 Result
1-5 Nominate up to 4 survivors. Each gains +10 insanity.
6-10 Nominate a female survivor (if you can't, nominate a male instead). The survivor is heralded as the settlement's leader! Gain the Quixotic disorder. It cannot be removed for any reason. In addition, gain the Leader and Orator of Death fighting arts.
CE
Kingdom Death: Monster Core Game 159
Story Event - PRINCIPLE: SOCIETY

| | |
|---|---|
| Change(s): | - Collective Toil (CT) roll results updated:<br>● 1–3 roll result: “All survivors gain survival up to the settlement’s survival limit.”<br>● 4–10 roll result: “Three unknown survivors with ink-stained eyes drag a monster’s corpse into the settlement. Upon seeing the united settlement, they offer the corpse as a token of camaraderie. Gain +3 population, 2 random White Lion resources, and 1 skull basic resource.”<br>- Accept Darkness (AD) text updated:<br>● "Add **Murder** to the next lantern year on the timeline." |
| Explanation: | As a continuation of CE team’s efforts to improve game balance, the Principle: Society story event has received minor text updates to both of its options. Accept Darkness has received a slight nerf with the introduction of the **Murder** settlement to the next year on the timeline. This lends greater nuance to the event, given that both choices now come with a new trial to overcome. Collective Toil’s text update fixed a typo in the 1–3 roll result text and slightly changed the 4–10 roll text to reflect the more “welcoming” nature of survivors that choose to toil together as a collective. |

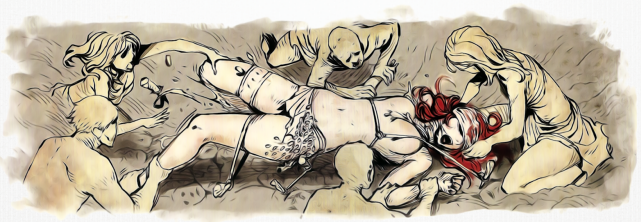
# - White Speaker

CE:

- Story Event -

## WHITE SPEAKER

A large and bizarrely dressed woman offers to share a story. The group must select a **story** they would like to hear.
A survivor may be nominated for this story event only once per lifetime.



### Story of the Goblin

The White Speaker instructs the survivors to lower her veil and hold her limbs tightly. The group must nominate a **non-deaf** survivor. A survivor with max understanding cannot be nominated, as the potential of their mind has been reached.

Tension fills the air and the survivors are filled with a mysterious sinking feeling. She begins the story. Roll 1d10.

| 1d10 | Result |
|---|---|
| 1 - 3 | The White Speaker flies into a violent seizure. A wild toenail catches the eye of the nominated survivor, and they suffer the **blind** severe injury. The White Speaker explodes, showering everyone in blood. The experience is surreal. Lose all ✪. |
| 4 - 6 | The survivors' brains swell and they howl in pain. Nominate 3 more survivors. All the nominated survivors gain +5 insanity. |
| 7 - 9 | The nominated survivor's ears ring with the timing of the White Speaker's words. They gain the **Story of the Goblin** ability, but sadly, their hearing is lost forever. They suffer the **deaf** severe injury. |
| 10+ | The words of the White Speaker and even the involuntary spasms of her body all make perfect sense. The survivor gains the **Story of the Goblin** ability. |

**Story of the Goblin**: Once per showdown, you may speak the Story of the Goblin out loud. Gain the **priority target** token. The Monster gains +1 damage token and +1 speed token during its next turn.

### Story of the Forsaker

The White Speaker instructs the survivors to bind their hands together and dip their knuckles in blood. If the settlement has the **Forsaker Mask** rare gear, this story cannot be selected. The group must nominate a **non-deaf** survivor. A survivor with max courage cannot be nominated, as the potential of their spirit has been reached. The White Speaker lowers her veil and begins the story. Roll 1d10.

| 1d10 | Result |
|---|---|
| 1 - 5 | The White Speaker growls, her graceful movement suddenly awkward and her heels catching on the stone faces on the ground. With a roar, she decks the nominated survivor in the face! They suffer the **shattered jaw** severe injury. |
| 6 - 8 | The nominated survivor silently implodes with rage. The other bound survivors inch away from the waves of passive aggressive energy. The survivor gains +2 permanent strength and breaks free, suffering the **broken arm** severe injury twice. |
| 9 | The nominated survivor is gone (consider them dead). In their place is a strange mask. Gain the **Forsaker Mask** rare gear. |
| 10+ | The words of the White Speaker and even the involuntary spasms of her body all make perfect sense. The survivor gains the **Story of the Forsaker** ability. |

**Story of the Forsaker**: At the start of a showdown against a Nemesis monster, gain strength tokens equal to the monster's level. You cannot be knocked down and it takes one more bleeding token to kill you during Nemesis encounters.

### Story of the Young Hero

This story cannot be selected before the 13th lantern year. The White Speaker instructs the survivors to bring her a young warrior that has never left the settlement light.

Nominate a survivor that has never been on a hunt. If no one meets her instruction, she selects someone at random. The White Speaker places her veil over the survivor's eyes. Roll 1d10.

| 1d10 | Result |
|---|---|
| 1 - 3 | The White Speaker draws a rusty, blood-encrusted blade and grabs the nominated survivor by the back of the head. Expertly, she inserts the blade deep into the survivor's mouth. Then, she stutters and flies into a wild seizure, accidentally murdering the survivor and breaking one of her heels. She meekly leaves in silence, carrying her shoes. |
| 4 - 5 | As she speaks, the White Speaker carefully examines the teeth of the nominated survivor. She flicks her wrist, and the survivor suffers the **shattered jaw** severe injury. |
| 6 - 9 | The survivor steals a quick taste of the blood-encrusted blade the White Speaker is waving in their blinded face while telling her story. The survivor gains the **Story of the Young Hero** ability. |
| 10+ | The survivor gains +1 permanent accuracy, strength, evasion, speed, luck, and the **Story of the Young Hero** ability. |

**Story of the Young Hero:** At the start of your act, you may recall the heroic sacrifice from the story and bite your wrist. Gain 2 bleeding tokens and +1 survival.

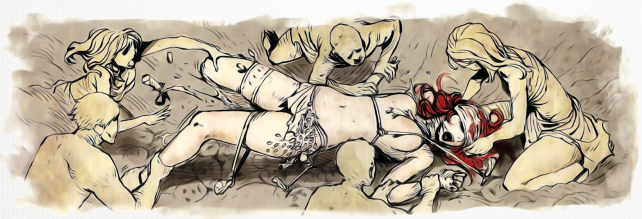


Story Event - WHITE SPEAKER

- Story Event -

WHITE SPEAKER

A large and bizarrely dressed woman offers to share a story. The group must select a **story** they would like to hear.
A survivor may be nominated for this story event only once per lifetime.



### Wares for Trade

While she is visiting, the White Speaker offers to trade some of her wares to the survivors. The rare gear below may be gained by paying its cost. Each can only be gained once per campaign.

| Rare Gear | Cost |
|---|---|
| Bloodskin | 1 x Population<br>3 x Resources<br>1 x Organ |
| Speaker Cult Knife | 1 x Population<br>3 x Resources<br>1 x Iron |

### Story of the Goblin

The White Speaker instructs the survivors to lower her veil and hold her limbs tightly. The group must nominate a **non-deaf** survivor. A survivor with max understanding cannot be nominated, as the potential of their mind has been reached.

Tension fills the air and the survivors are filled with a mysterious sinking feeling. She begins the story. Roll 1d10.

| 1d10 | Result |
|---|---|
| 1 - 3 | The White Speaker flies into a violent seizure. A wild toenail catches the eye of the nominated survivor, and they suffer the **blind** severe injury. The White Speaker explodes, showering everyone in blood. The experience is surreal. Lose all ✪. |
| 4 - 6 | The survivors' brains swell and they howl in pain. Nominate 3 more survivors. All the nominated survivors gain +5 insanity. |
| 7 - 9 | The nominated survivor's ears ring with the timing of the White Speaker's words. They gain the **Story of the Goblin** ability, but sadly, their hearing is lost forever. They suffer the **deaf** severe injury. |
| 10+ | The words of the White Speaker and even the involuntary spasms of her body all make perfect sense. The survivor gains the **Story of the Goblin** ability. |

**Story of the Goblin**: Once per showdown, you may speak the Story of the Goblin out loud. Gain the **priority target** token. The Monster gains +1 damage token and +1 speed token during its next turn.

### Story of the Forsaker

The White Speaker instructs the survivors to bind their hands together and dip their knuckles in blood. If the settlement has the **Forsaker Mask** rare gear, this story cannot be selected. The group must nominate a **non-deaf** survivor. A survivor with max courage cannot be nominated, as the potential of their spirit has been reached. The White Speaker lowers her veil and begins the story. Roll 1d10.

| 1d10 | Result |
|---|---|
| 1 - 5 | The White Speaker growls, her graceful movement suddenly awkward and her heels catching on the stone faces on the ground. With a roar, she decks the nominated survivor in the face! They suffer the **shattered jaw** severe injury. |
| 6 - 8 | The nominated survivor silently implodes with rage. The other bound survivors inch away from the waves of passive aggressive energy. The survivor gains +2 permanent strength and breaks free, suffering the **broken arm** severe injury twice. |
| 9 | The nominated survivor is gone (consider them dead). In their place is a strange mask. Gain the **Forsaker Mask** rare gear. |
| 10+ | The words of the White Speaker and even the involuntary spasms of her body all make perfect sense. The survivor gains the **Story of the Forsaker** ability. |

**Story of the Forsaker**: At the start of a showdown against a Nemesis monster, gain strength tokens equal to the monster's level. You cannot be knocked down and it takes one more bleeding token to kill you during Nemesis encounters.

### Story of the Young Hero

This story cannot be selected before the 13th lantern year. The White Speaker instructs the survivors to bring her a young warrior that has never left the settlement light.

Nominate a survivor that has never been on a hunt. If no one meets her instruction, she selects someone at random. The White Speaker places her veil over the survivor's eyes. Roll 1d10.

| 1d10 | Result |
|---|---|
| 1 - 3 | The White Speaker draws a rusty, blood-encrusted blade and grabs the nominated survivor by the back of the head. Expertly, she inserts the blade deep into the survivor's mouth. Then, she stutters and flies into a wild seizure, accidentally murdering the survivor and breaking one of her heels. She meekly leaves in silence, carrying her shoes. |
| 4 - 5 | As she speaks, the White Speaker carefully examines the teeth of the nominated survivor. She flicks her wrist, and the survivor suffers the **shattered jaw** severe injury. |
| 6 - 9 | The survivor steals a quick taste of the blood-encrusted blade the White Speaker is waving in their blinded face while telling her story. The survivor gains the **Story of the Young Hero** ability. |
| 10+ | The survivor gains +1 permanent accuracy, strength, evasion, speed, luck, and the **Story of the Young Hero** ability. |

**Story of the Young Hero:** At the start of your act, you may recall the heroic sacrifice from the story and bite your wrist. Gain 2 bleeding tokens and +1 survival.

CE

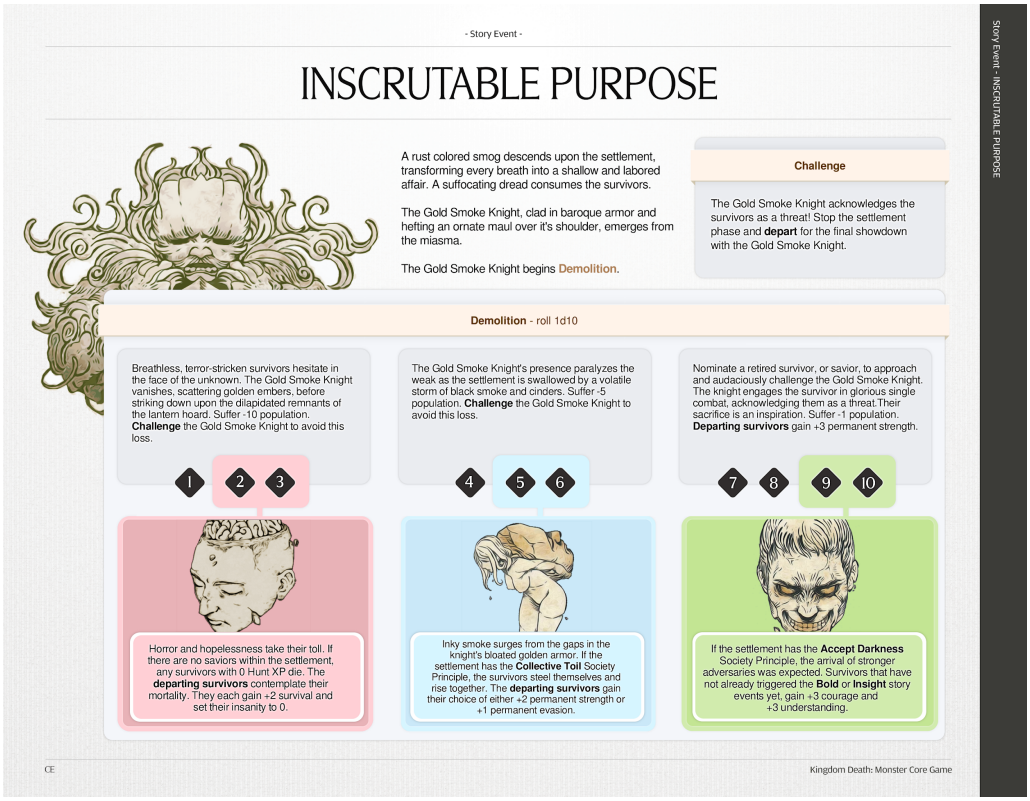
Kingdom Death: Monster Core Game **183**

Story Event - WHITE SPEAKER

| | |
|---|---|
| Change(s): | - Story of the Forsaker ability text updated:<br>● "At the start of a showdown against a Nemesis monster, gain strength tokens equal to the monster's level. You cannot be knocked down and it takes one more bleeding token to kill you during Nemesis encounters."<br>- Story of the Goblin text updated:<br>● "Once per showdown, you may speak the Story of the Goblin out loud. Gain the Priority Target Token. The Monster gains +1 damage token and +1 speed token during its next turn." |
| Explanation: | The White Speaker story event in the 1.5 core game offers players little benefit apart from the chance to gain promotional gear content or the Story of the Young Hero ability. The other stories in the White Speaker's repertoire were lackluster at best, especially the original Story of the Goblin.<br>For the Community Edition, both the Story of the Goblin and the Story of the Forsaker received updates. The team went through several iterations to ensure that the new abilities improved the overall worth of both the story event and the innovation needed to gain access to the White Speaker. The redesigns encourage players to explore new avenues of strategic play.<br>We have included two versions so that players have the option to use a story event page that has the White Speaker White Box content already included. |

## - Inscrutable Purpose (Gold Smoke Knight)

CE:


- Story Event -
INSCRUTABLE PURPOSE
A rust colored smog descends upon the settlement, transforming every breath into a shallow and labored affair. A suffocating dread consumes the survivors.
The Gold Smoke Knight, clad in baroque armor and hefting an ornate maul over it's shoulder, emerges from the miasma.
The Gold Smoke Knight begins Demolition.
Challenge
The Gold Smoke Knight acknowledges the survivors as a threat! Stop the settlement phase and depart for the final showdown with the Gold Smoke Knight.
Demolition - roll 1d10
Breathless, terror-stricken survivors hesitate in the face of the unknown. The Gold Smoke Knight vanishes, scattering golden embers, before striking down upon the dilapidated remnants of the lantern hoard. Suffer -10 population. Challenge the Gold Smoke Knight to avoid this loss.
1 2 3
Horror and hopelessness take their toll. If there are no saviors within the settlement, any survivors with 0 Hunt XP die. The departing survivors contemplate their mortality. They each gain +2 survival and set their insanity to 0.
The Gold Smoke Knight's presence paralyzes the weak as the settlement is swallowed by a volatile storm of black smoke and cinders. Suffer -5 population. Challenge the Gold Smoke Knight to avoid this loss.
4 5 6
Inky smoke surges from the gaps in the knight's bloated golden armor. If the settlement has the Collective Toil Society Principle, the survivors steel themselves and rise together. The departing survivors gain their choice of either +2 permanent strength or +1 permanent evasion.
Nominate a retired survivor, or savior, to approach and audaciously challenge the Gold Smoke Knight. The knight engages the survivor in glorious single combat, acknowledging them as a threat.Their sacrifice is an inspiration. Suffer -1 population. Departing survivors gain +3 permanent strength.
7 8 9 10
If the settlement has the Accept Darkness Society Principle, the arrival of stronger adversaries was expected. Survivors that have not already triggered the Bold or Insight story events yet, gain +3 courage and +3 understanding.
CE
Kingdom Death: Monster Core Game
Story Event - INSCRUTABLE PURPOSE

Explanation:

Players may add the **Inscrutable Purpose** story event to Lantern Year 30 as an introduction to the final showdown with the Gold Smoke Knight. This CE original story event is designed to enhance the climactic conclusion of the People of the Lantern campaign—balancing risk and reward based on one's willingness to sacrifice population. Settlements that have to challenge the GSK will lose out on the rest of their settlement phase.

# Updated Hunt Events

## - Gregalope

| | |
|---|---|
| CE: | The CE version of the page gives the Gregalope event an extra +1 level of weapon proficiency as a reward while also rewording the aftermath for clarity. |

| | |
|---|---|
| Explanation: | The Gregalope, a monster introduced to players via random hunt event, received a slight update following the CE changes made to the Screaming Antelope. |

# Updated Showdown Aftermaths

## - White Lion

CE:

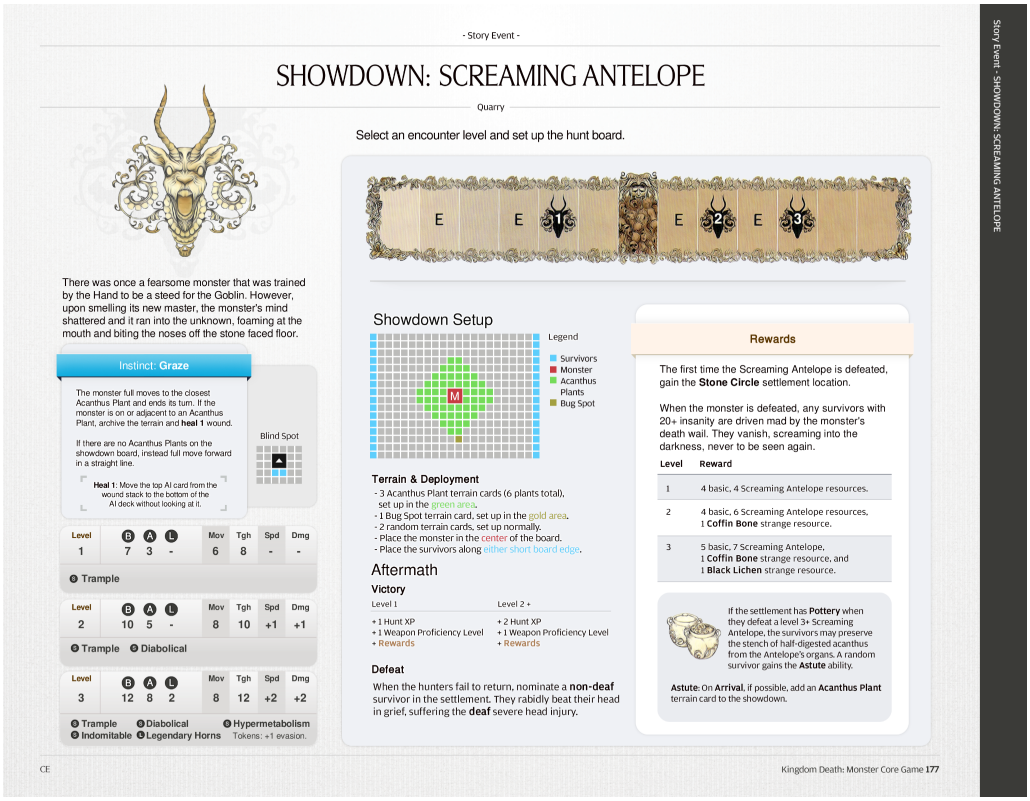
- Story Event -
SHOWDOWN: WHITE LION
Quarry
Select an encounter level and set up the hunt board.
There once was a beast that wanted to feel how soft its fur was. Since it could not reach its own back, it killed many other creatures and spent time rubbing its paws over them. They say that when the monster finally killed a human, it fell in love with their soft hair and its paws grew into a pair of fine human hands.
Instinct: Sniff
The White Lion sniffs the air and ends its turn. Until the end of the next round, all survivors are now threats, despite any effects that say otherwise.
When a level 3+ White Lion performs Sniff, it gains +1 accuracy token.
Blind Spot
Showdown Setup
Legend
Survivors
Monster
Terrain & Deployment
- 1 Tall Grass Terrain Card (2 Tall Grass Tiles).
- 2 random terrain cards, set up normally.
- Place the White Lion in the center of the board.
- Place survivors in the blue zone.
Aftermath
Victory
Level 1
+ 1 Hunt XP
+ 1 Weapon Proficiency Level
+ Rewards
Level 2 +
+ 2 Hunt XP
+ 1 Weapon Proficiency Level
+ Rewards
Level 3 +
+ 2 Hunt XP
+ 2 Weapon Proficiency Level
+ Rewards
Defeat
The White Lion takes a small shiny prize. Roll 1d10. On a 6+, archive a jewelry gear of your choice. If the survivors don't have any jewelry, nothing happens.
Rewards
The first time the White Lion is defeated, add Catarium to the settlement locations. The group gains the following rewards:
Level
Reward
1
4 basic resources, 4 White Lion resources.
2
4 basic resources, 6 White Lion resources.
3
4 basic resources, 8 White Lion resources, 1 Elder Cat Teeth strange resource.
If the settlement has Saga when they defeat a level 3+ White Lion, they create and perform a stirring tale! Gain +2 next settlement phase.
The first time the settlement performs this stirring tale, the survivor that dealt the killing blow gains +1 permanent accuracy and strength.
Cunning
Merciless
Indomitable
Tokens: +2 accuracy, +1 luck.
CE
Kingdom Death: Monster Core Game 179
Story Event - SHOWDOWN: WHITE LION

| | |
|---|---|
| Change(s): | - Showdown Aftermath updated.<br>● Optional CE rewards added for Level 3 + White Lions (CE 2.6 update).<br>+2 Hunt XP<br>+2 Weapon Proficiency Level<br>+ Rewards |
| Explanation: | The Community Edition showdown aftermath updates were introduced by the team in order to increase the overall incentive to hunt higher level quarries and encourage players to think more about what they're hunting. Having the Hunt XP and Weapon Proficiency gains reflect the monster level allows players to develop survivors at their own pace as their settlements age in exciting new ways. CE 2.01 offers players of all skill levels an alternative way to experience *Monster*. This is a sweeping change to the game and, despite all of the testing we have performed so far, the CE team requires your help to ensure that these updates truly better the gaming experience.<br>While it may be easier to gain weapon mastery, the risk-reward of taking survivors out to fight the stronger versions of monsters is amplified. Players |

| | |
|---|---|
| | will find that survivor rotation will become increasingly more important as they get farther into campaigns.<br>The White Lion showdown aftermath was updated to provide players with a smoother progression into fights involving higher level quarries. Players will be able to hunt and farm higher level White Lions for their resources without the deterrent of exorbitant Hunt XP gains (in comparison to the Screaming Antelope), though the challenge is still present.<br>The release of CE 2.6 is introducing a large update to the White Lion showdown page. Extended playtesting revealed that previous editions of the Community Edition failed to rectify issues with the White Lion showdown rewards. Our earlier editions offered rewards that were far too substantial for a level 2 monster. While level 2 White Lions are tough quarries to hunt, they're far from insurmountable. Going forward, only survivors who're victious against Level 3+ White Lions will be eligible for the optional change in rewards.<br><br><u>Note</u>:<br>- For the time being, use the White Lion's updated Victory for the **Gorm** and **Spidicules** as well. |

## - Screaming Antelope

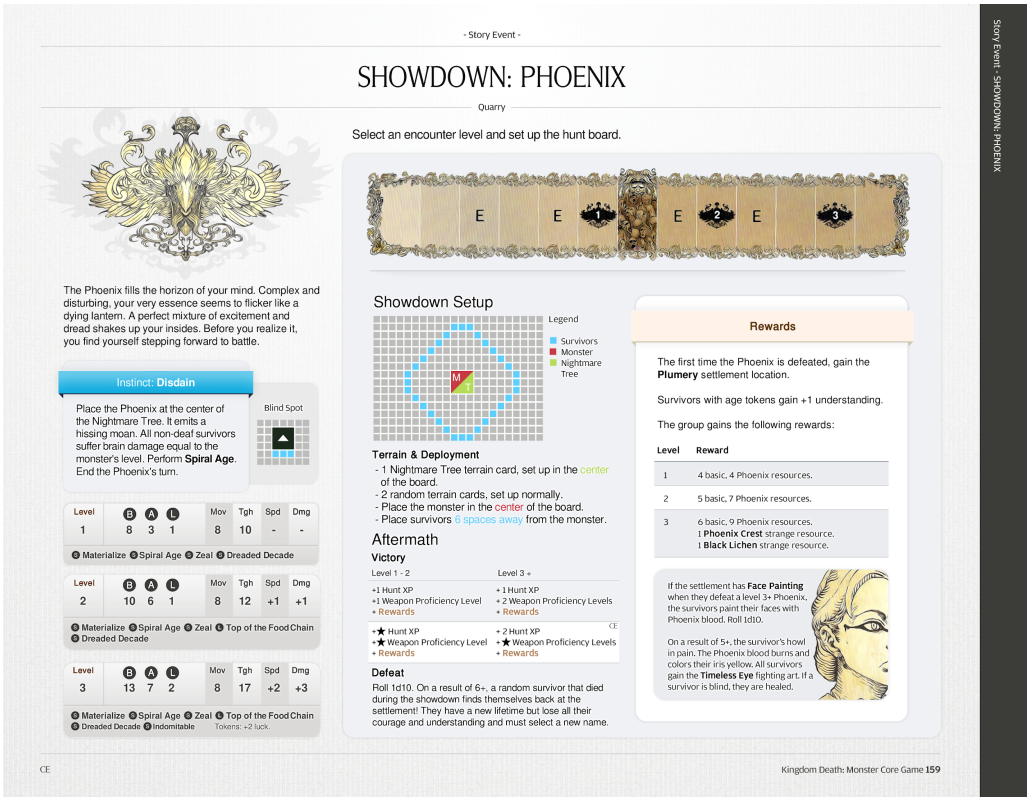
CE:


- Story Event -
SHOWDOWN: SCREAMING ANTELOPE
Quarry
Select an encounter level and set up the hunt board.
There was once a fearsome monster that was trained by the Hand to be a steed for the Goblin. However, upon smelling its new master, the monster's mind shattered and it ran into the unknown, foaming at the mouth and biting the noses off the stone faced floor.
Instinct: Graze
The monster full moves to the closest Acanthus Plant and ends its turn. If the monster is on or adjacent to an Acanthus Plant, archive the terrain and heal 1 wound.
If there are no Acanthus Plants on the showdown board, instead full move forward in a straight line.
Heal 1: Move the top AI card from the wound stack to the bottom of the AI deck without looking at it.
Blind Spot
Level B A L Mov Tgh Spd Dmg
1 7 3 - 6 8 - -
Trample
2 10 5 - 8 10 +1 +1
Trample Diabolical
3 12 8 2 8 12 +2 +2
Trample Diabolical Hypermetabolism
Indomitable Legendary Horns Tokens: +1 evasion.
Showdown Setup
Legend
Survivors
Monster
Acanthus Plants
Bug Spot
Terrain & Deployment
- 3 Acanthus Plant terrain cards (6 plants total), set up in the green area.
- 1 Bug Spot terrain card, set up in the gold area.
- 2 random terrain cards, set up normally.
- Place the monster in the center of the board.
- Place the survivors along either short board edge.
Aftermath
Victory
Level 1
+ 1 Hunt XP
+ 1 Weapon Proficiency Level
+ Rewards
Level 2 +
+ 2 Hunt XP
+ 1 Weapon Proficiency Level
+ Rewards
Defeat
When the hunters fail to return, nominate a non-deaf survivor in the settlement. They rabidly beat their head in grief, suffering the deaf severe head injury.
Rewards
The first time the Screaming Antelope is defeated, gain the Stone Circle settlement location.
When the monster is defeated, any survivors with 20+ insanity are driven mad by the monster's death wail. They vanish, screaming into the darkness, never to be seen again.
Level Reward
1 4 basic, 4 Screaming Antelope resources.
2 4 basic, 6 Screaming Antelope resources, 1 Coffin Bone strange resource.
3 5 basic, 7 Screaming Antelope, 1 Coffin Bone strange resource, and 1 Black Lichen strange resource.
If the settlement has Pottery when they defeat a level 3+ Screaming Antelope, the survivors may preserve the stench of half-digested acanthus from the Antelope's organs. A random survivor gains the Astute ability.
Astute: On Arrival, if possible, add an Acanthus Plant terrain card to the showdown.
CE
Kingdom Death: Monster Core Game 177
Story Event - SHOWDOWN: SCREAMING ANTELOPE

| | |
|---|---|
| Change(s): | - Rewards text updated.<br>● Coffin Bone strange resource included to Level 2+ Screaming Antelope rewards. (v.2.0)<br>● In 1.6, the Screaming Antelope's Aftermath conditions and rewards have been heavily changed.<br>○ Settlements now unlock the Stone Circle settlement location after defeating an antelope. (v.2.6)<br>○ The Level 2 SA now rewards 4 basic resources and 6 Antelope resources. The Level 3 Antelope rewards 5 basic resources and 7 Antelope resources. (v.2.6)<br>○ If the settlement has innovated Pottery when they defeat a level 3+ Screaming Antelope, a random survivor gains the new Astute ability. (v.2.6) |
| Explanation: | With the addition of the Coffin Bone strange resource, the CE team redesigned the Screaming Antelope's showdown page to properly include it. Updated for parity with the Core 1.6 official game updates. |

## - Phoenix

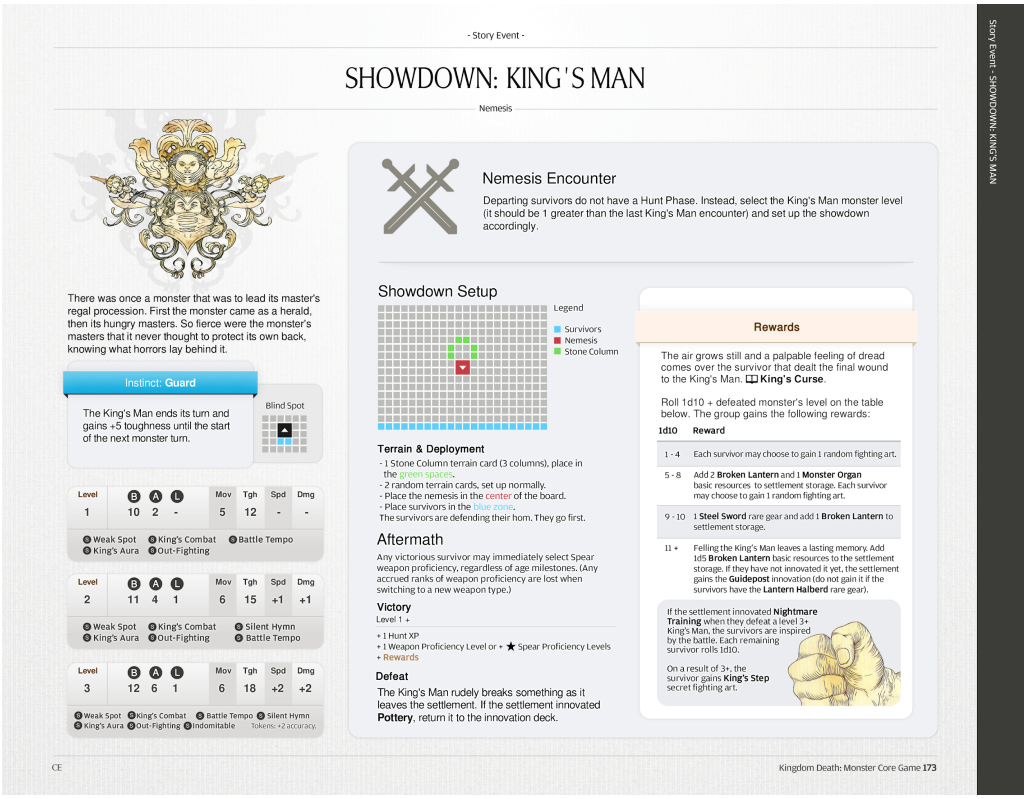
CE:


- Story Event -
SHOWDOWN: PHOENIX
Quarry
Select an encounter level and set up the hunt board.
E
E
1
E
2
E
3
The Phoenix fills the horizon of your mind. Complex and disturbing, your very essence seems to flicker like a dying lantern. A perfect mixture of excitement and dread shakes up your insides. Before you realize it, you find yourself stepping forward to battle.
Instinct: Disdain
Place the Phoenix at the center of the Nightmare Tree. It emits a hissing moan. All non-deaf survivors suffer brain damage equal to the monster's level. Perform Spiral Age. End the Phoenix's turn.
Blind Spot
Level B A L Mov Tgh Spd Dmg
1 8 3 1 8 10 - -
Materialize Spiral Age Zeal Dreaded Decade
Level B A L Mov Tgh Spd Dmg
2 10 6 1 8 12 +1 +1
Materialize Spiral Age Zeal Top of the Food Chain Dreaded Decade
Level B A L Mov Tgh Spd Dmg
3 13 7 2 8 17 +2 +3
Materialize Spiral Age Zeal Top of the Food Chain Dreaded Decade Indomitable
Tokens: +2 luck.
Showdown Setup
Legend
Survivors
Monster
Nightmare Tree
Terrain & Deployment
- 1 Nightmare Tree terrain card, set up in the center of the board.
- 2 random terrain cards, set up normally.
- Place the monster in the center of the board.
- Place survivors 6 spaces away from the monster.
Aftermath
Victory
Level 1 - 2
+1 Hunt XP
+1 Weapon Proficiency Level
+ Rewards
Level 3 +
+ 1 Hunt XP
+ 2 Weapon Proficiency Levels
+ Rewards
+★ Hunt XP
+★ Weapon Proficiency Level
+ Rewards
+ 2 Hunt XP
+★ Weapon Proficiency Levels
+ Rewards
Defeat
Roll 1d10. On a result of 6+, a random survivor that died during the showdown finds themselves back at the settlement! They have a new lifetime but lose all their courage and understanding and must select a new name.
Rewards
The first time the Phoenix is defeated, gain the Plumery settlement location.
Survivors with age tokens gain +1 understanding.
The group gains the following rewards:
Level Reward
1 4 basic, 4 Phoenix resources.
2 5 basic, 7 Phoenix resources.
3 6 basic, 9 Phoenix resources.
1 Phoenix Crest strange resource.
1 Black Lichen strange resource.
If the settlement has Face Painting when they defeat a level 3+ Phoenix, the survivors paint their faces with Phoenix blood. Roll 1d10.
On a result of 5+, the survivor's howl in pain. The Phoenix blood burns and colors their iris yellow. All survivors gain the Timeless Eye fighting art. If a survivor is blind, they are healed.
Story Event - SHOWDOWN: PHOENIX
CE
Kingdom Death: Monster Core Game 159

| | |
|---|---|
| Change(s): | - Showdown Aftermath text updated.<br>● Optional CE rewards for Level 1–2 Phoenix added:<br>+★ Hunt XP<br>+★ Weapon Proficiency Level<br>+ Rewards<br>● Optional CE rewards for Level 3+ Phoenix added:<br>+ 2 Hunt XP<br>+★ Weapon Proficiency Level<br>+ Rewards |
| Explanation: | The Phoenix is a complex quarry monster that has an interesting, and often brutal, showdown. For the Community Edition, the team reworked the time-manipulating horror's rewards—and equipment—to create a more balanced experience for players. The changes were introduced to improve the desirability of the Phoenix as a Node 3 Monster and to properly reward players for seeking a challenge. |

# - King's Man

CE:


- Story Event -
SHOWDOWN: KING'S MAN
Nemesis
There was once a monster that was to lead its master's regal procession. First the monster came as a herald, then its hungry masters. So fierce were the monster's masters that it never thought to protect its own back, knowing what horrors lay behind it.
Instinct: Guard
The King's Man ends its turn and gains +5 toughness until the start of the next monster turn.
Blind Spot
Level B A L Mov Tgh Spd Dmg
1 10 2 - 5 12 - -
Weak Spot King's Combat Battle Tempo
King's Aura Out-Fighting
Level B A L Mov Tgh Spd Dmg
2 11 4 1 6 15 +1 +1
Weak Spot King's Combat Silent Hymn
King's Aura Out-Fighting Battle Tempo
Level B A L Mov Tgh Spd Dmg
3 12 6 1 6 18 +2 +2
Weak Spot King's Combat Battle Tempo Silent Hymn
King's Aura Out-Fighting Indomitable Tokens: +2 accuracy.
Nemesis Encounter
Departing survivors do not have a Hunt Phase. Instead, select the King's Man monster level (it should be 1 greater than the last King's Man encounter) and set up the showdown accordingly.
Showdown Setup
Legend
Survivors
Nemesis
Stone Column
Terrain & Deployment
- 1 Stone Column terrain card (3 columns), place in the green spaces.
- 2 random terrain cards, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue zone.
The survivors are defending their hom. They go first.
Aftermath
Any victorious survivor may immediately select Spear weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)
Victory
Level 1 +
+ 1 Hunt XP
+ 1 Weapon Proficiency Level or + ★ Spear Proficiency Levels
+ Rewards
Defeat
The King's Man rudely breaks something as it leaves the settlement. If the settlement innovated Pottery, return it to the innovation deck.
Rewards
The air grows still and a palpable feeling of dread comes over the survivor that dealt the final wound to the King's Man. King's Curse.
Roll 1d10 + defeated monster's level on the table below. The group gains the following rewards:
1d10 Reward
1 - 4 Each survivor may choose to gain 1 random fighting art.
5 - 8 Add 2 Broken Lantern and 1 Monster Organ basic resources to settlement storage. Each survivor may choose to gain 1 random fighting art.
9 - 10 1 Steel Sword rare gear and add 1 Broken Lantern to settlement storage.
11 + Felling the King's Man leaves a lasting memory. Add 1d5 Broken Lantern basic resources to the settlement storage. If they have not innovated it yet, the settlement gains the Guidepost innovation (do not gain it if the survivors have the Lantern Halberd rare gear).
If the settlement innovated Nightmare Training when they defeat a level 3+ King's Man, the survivors are inspired by the battle. Each remaining survivor rolls 1d10.
On a result of 3+, the survivor gains King's Step secret fighting art.
Story Event - SHOWDOWN: KING'S MAN
CE
Kingdom Death: Monster Core Game 173

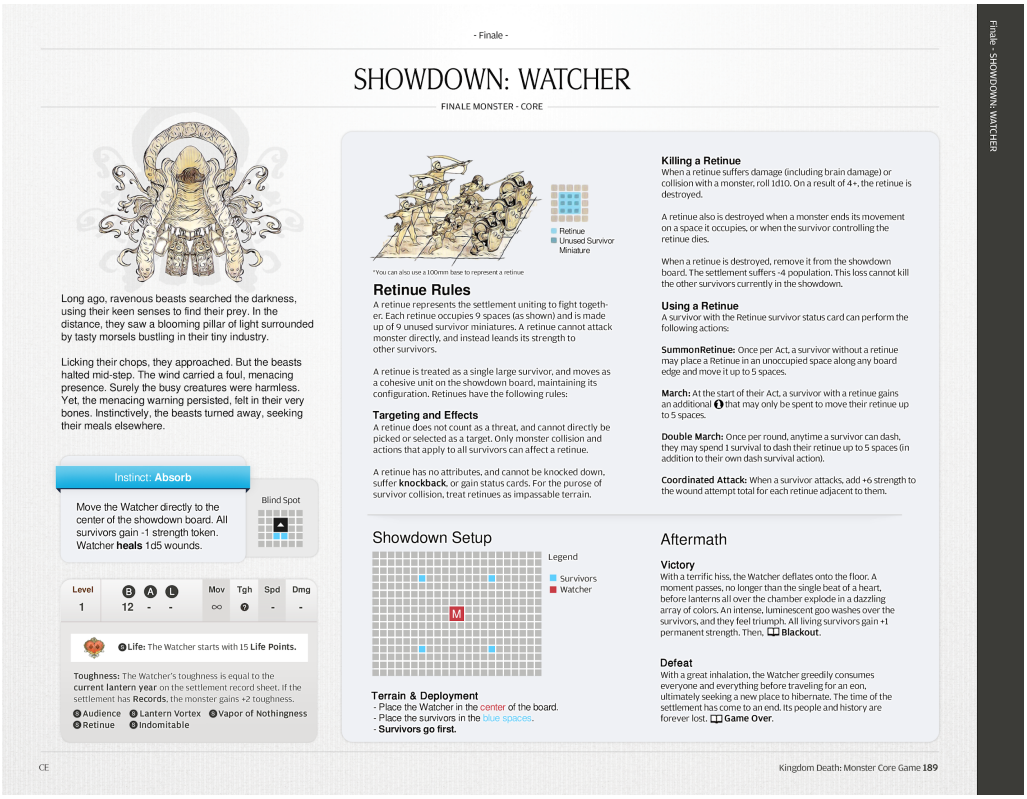
Change(s):

- Showdown Rewards updated.
  - 1–4 roll result updated:
    - "Each survivor may choose to gain 1 random fighting art."
  - 5–8 roll result updated:
    - "Add 2 **Broken Lantern** and 1 **Monster Organ** basic resources to the settlement storage. Each survivor may choose to gain 1 random fighting art."
  - 9–10 roll result updated:
    - "Gain 1 **Steel Sword** rare gear and add 1 **Broken Lantern** basic resource to settlement storage.
  - 11+ roll result added:
    - "Felling the King's Man leaves a lasting memory of fortune. Add 1d5 **Broken Lantern** basic resources to the settlement storage. If they have not innovated it yet, the settlement gains the **Guidepost** innovation (do not gain it if the survivors have the **Lantern Halberd** rare gear." (v.2.02)

| | |
|---|---|
| Explanation: | After careful consideration and discussion, the CE team found that the rewards offered by the King's Man in *Monster*'s 1.5 edition were arguably the worst in the game. For the Community Edition, the nemesis' rewards table (alongside the Regal Armor set) received several updates in order to improve the player experience. |

# - Watcher

CE:


- Finale -
SHOWDOWN: WATCHER
FINALE MONSTER - CORE
Long ago, ravenous beasts searched the darkness, using their keen senses to find their prey. In the distance, they saw a blooming pillar of light surrounded by tasty morsels bustling in their tiny industry.
Licking their chops, they approached. But the beasts halted mid-step. The wind carried a foul, menacing presence. Surely the busy creatures were harmless. Yet, the menacing warning persisted, felt in their very bones. Instinctively, the beasts turned away, seeking their meals elsewhere.
Instinct: Absorb
Move the Watcher directly to the center of the showdown board. All survivors gain -1 strength token. Watcher heals 1d5 wounds.
Blind Spot
Level
Mov
Tgh
Spd
Dmg
Life: The Watcher starts with 15 Life Points.
Toughness: The Watcher's toughness is equal to the current lantern year on the settlement record sheet. If the settlement has Records, the monster gains +2 toughness.
Audience
Lantern Vortex
Vapor of Nothingness
Retinue
Indomitable
Retinue
Unused Survivor Miniature
*You can also use a 100mm base to represent a retinue
Retinue Rules
A retinue represents the settlement uniting to fight together. Each retinue occupies 9 spaces (as shown) and is made up of 9 unused survivor miniatures. A retinue cannot attack monster directly, and instead leands its strength to other survivors.
A retinue is treated as a single large survivor, and moves as a cohesive unit on the showdown board, maintaining its configuration. Retinues have the following rules:
Targeting and Effects
A retinue does not count as a threat, and cannot directly be picked or selected as a target. Only monster collision and actions that apply to all survivors can affect a retinue.
A retinue has no attributes, and cannot be knocked down, suffer knockback, or gain status cards. For the purose of survivor collision, treat retinues as impassable terrain.
Killing a Retinue
When a retinue suffers damage (including brain damage) or collision with a monster, roll 1d10. On a result of 4+, the retinue is destroyed.
A retinue also is destroyed when a monster ends its movement on a space it occupies, or when the survivor controlling the retinue dies.
When a retinue is destroyed, remove it from the showdown board. The settlement suffers -4 population. This loss cannot kill the other survivors currently in the showdown.
Using a Retinue
A survivor with the Retinue survivor status card can perform the following actions:
SummonRetinue: Once per Act, a survivor without a retinue may place a Retinue in an unoccupied space along any board edge and move it up to 5 spaces.
March: At the start of their Act, a survivor with a retinue gains an additional that may only be spent to move their retinue up to 5 spaces.
Double March: Once per round, anytime a survivor can dash, they may spend 1 survival to dash their retinue up to 5 spaces (in addition to their own dash survival action).
Coordinated Attack: When a survivor attacks, add +6 strength to the wound attempt total for each retinue adjacent to them.
Showdown Setup
Legend
Survivors
Watcher
Terrain & Deployment
- Place the Watcher in the center of the board.
- Place the survivors in the blue spaces.
- Survivors go first.
Aftermath
Victory
With a terrific hiss, the Watcher deflates onto the floor. A moment passes, no longer than the single beat of a heart, before lanterns all over the chamber explode in a dazzling array of colors. An intense, luminescent goo washes over the survivors, and they feel triumph. All living survivors gain +1 permanent strength. Then, Blackout.
Defeat
With a great inhalation, the Watcher greedily consumes everyone and everything before traveling for an eon, ultimately seeking a new place to hibernate. The time of the settlement has come to an end. Its people and history are forever lost. Game Over.
CE
Kingdom Death: Monster Core Game 189
Finale - SHOWDOWN: WATCHER

| | |
|---|---|
| Change(s): | - Showdown type updated.<br>● **Finale Monster - Core** designation added. (v.2.02)<br>○ **Adversary - Final Boss** designation added. (v.2.01) |
| Explanation: | The “Adversary” keyword was originally introduced by the CE team in updated 2.01 to avoid balance issues caused by the 1.5 Heart Flute. Players could utilize the flute in order to summon the Gold Smoke Knight or Watcher to a showdown (which is gamebreaking). However, due to content reveals released in the Gencon 2019 Kickstarter update, “Adversary” has become outdated.<br>In order to keep the nomenclature of CE components as authentic as possible, the showdown pages for the Watcher and GSK were updated to reflect Poots’ official designation. Finale Monsters are end-game, “boss” monsters. They cannot be summoned via the Heart Flute. |

# - Gold Smoke Knight

CE:



## SHOWDOWN: GOLD SMOKE KNIGHT

FINALE MONSTER - FINAL ENCOUNTER

A mantle of ash falls over the settlement. As the survivors gather, a roasting gust of cinder blazes through the crowd. The smell of singeing hair and sking stings their nostrils.

A flash of light splits the darkness, illuminating the approaching shape of an enormous knight holding a massive ornate maul. Great plumes of inky smoke pour from every gap of the knight's golden armor.

The Gold Smoke Knight speaks in an unknown language, a hollow metallic voice echoing from its armor. It stands at ease, awaiting its challengers.

**Instinct: All is Ash**

Place the monster on the center of the showdown board. All survivors suffer **bash**, **bleed 1**, and **knock-back 8** towards the monster.

End the monster's turn.

Blind Spot

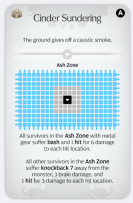
| Level | B | A | L | Mov | Tgh | Spd | Dmg |
|---|---|---|---|---|---|---|---|
| 4 | 9 | 7 | 2 | 8 | 27 | - | - |

S Indomitable · S Mauler · S Secondary Forge
S Frustration · S Blacken

Blacken
Trait
The knight raises its maul.
Smash Zone & Ash Zone
All survivors in the Smash Zone suffer 3 hits for 5 damage each.
All survivors in the Ash Zone suffer 1 hit for 5 damage.
All survivors in the Smash Zone and Ash Zone suffer knockback 6 away from the monster.

**Multi-Zone Effects**
The Gold Smoke Knight introduces attacks that affect multiple zones in different ways.

For example, **Blacken** affects survivors in two zones: the Smash Zone (in purple) and Ash Zone (in blue). Be sure to apply effects in the order listed on the card. In this case, survivors in the Smash Zone suffer damage, then survivors in the Ash Zone suffer damage, then survivors in either zone suffer knockback. A survivor cannot be in both zones simultaneously.


Cinder Sundering
The ground gives off a caustic smoke.
Ash Zone
All survivors in the Ash Zone with metal gear suffer bash and 1 hit for 6 damage to each hit location.
All other survivors in the Ash Zone suffer knockback 7 away from the monster, 1 brain damage, and 1 hit for 3 damage to each hit location.

**Hits Outside of Attack Profiles**
The Gold Smoke Knight has attacks that cause hits without attack rolls. Survivors can dodge, block, deflect, or otherwise ignore these hits as normal.

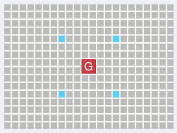
The hits and resulting damage specified outside attack profiles are not modified by the monster's attributes or tokens.

If no hit location is specified, roll the hit location die.

For example, survivors in Cinder Sundering's Ash Zone suffer 1 hit for 6 damage if they are wearing metal gear or 1 hit of 3 damage to each hit location if they are not.

These hits can be avoided as though they came from an attack profile. However, survivors still suffer any additional effects, even if they avoid the hits and their subsequent damage. So metal clad survivors still suffer **bash** and all other survivors still suffer **knockback 7** and 3 brain damage.

### Showdown Setup




Legend
Survivors
Gold Smoke Knight

**Terrain & Deployment**
- Draw 3 random terrain cards.
- Place the Gold Smoke Knight in the center of the board.
- Place the survivors in the blue spaces.
- The survivor carrying the Final Lantern gains the **priority target** token.
- **The Gold Smoke Knight goes first no matter what!**

### Aftermath

**Victory**
The Gold Smoke Knight collapses, its swollen gut gushing rusty smoke. A red pall blankets the settlement. The survivors' weary eyes grow heavy and they collapse one by one. Face to face with the stone ground they fall into a breathless slumber. **Game Over.**

**Defeat**
The Gold Smoke Knight drops the Final Lantern on the Watcher's corpse, bringing the maul down on the remains. The explosion incinerates flesh, cloth, hair, and skin. The Knight moves amongst the dead, arranging their bones and lighting the smile of each skull with a glowing ember. **Game Over.**





- Finale -

SHOWDOWN: GOLD SMOKE KNIGHT

FINALE MONSTER - FINAL ENCOUNTER

A mantle of ash falls over the settlement. As the survivors gather, a roasting gust of cinder blazes through the crowd. The smell of singeing hair and sking stings their nostrils.

A flash of light splits the darkness, illuminating the approaching shape of an enormous knight holding a massive ornate maul. Great plumes of inky smoke pour from every gap of the knight's golden armor.

The Gold Smoke Knight speaks in an unknown language, a hollow metallic voice echoing from its armor. It stands at ease, awaiting its challengers.

Instinct: All is Ash

Place the monster on the center of the showdown board. All survivors suffer bash, bleed 1, and knock-back 8 towards the monster.

End the monster's turn.

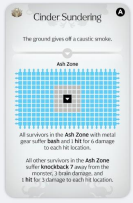
Blind Spot

Level | B | A | L | Mov | Tgh | Spd | Dmg
4 | 9 | 7 | 2 | 8 | 27 | - | -

S Indomitable · S Mauler · S Secondary Forge
S Frustration · S Blacken

Multi-Zone Effects
The Gold Smoke Knight introduces attacks that affect multiple zones in different ways.

For example, Blacken affects survivors in two zones: the Smash Zone (in purple) and Ash Zone (in blue). Be sure to apply effects in the order listed on the card. In this case, survivors in the Smash Zone suffer damage, then survivors in the Ash Zone suffer damage, then survivors in either zone suffer knockback. A survivor cannot be in both zones simultaneously.



Hits Outside of Attack Profiles
The Gold Smoke Knight has attacks that cause hits without attack rolls. Survivors can dodge, block, deflect, or otherwise ignore these hits as normal.

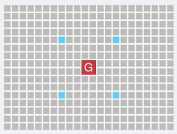
The hits and resulting damage specified outside attack profiles are not modified by the monster's attributes or tokens.

If no hit location is specified, roll the hit location die.

For example, survivors in Cinder Sundering's Ash Zone suffer 1 hit for 6 damage if they are wearing metal gear or 1 hit of 3 damage to each hit location if they are not.

These hits can be avoided as though they came from an attack profile. However, survivors still suffer any additional effects, even if they avoid the hits and their subsequent damage. So metal clad survivors still suffer bash and all other survivors still suffer knockback 7 and 3 brain damage.

Showdown Setup



Legend
Survivors
Gold Smoke Knight

Terrain & Deployment
- Draw 3 random terrain cards.
- Place the Gold Smoke Knight in the center of the board.
- Place the survivors in the blue spaces.
- The survivor carrying the Final Lantern gains the priority target token.
- The Gold Smoke Knight goes first no matter what!

Aftermath

Victory
The Gold Smoke Knight collapses with a mournful wail. A mighty rush of smoke flows from its armor, coiling unnaturally against the stone faces as it retreats into the darkness. The living gather the fallen entity's gear by lanterns' light. Through one harrowing battle after another, the survivors persevered. Game Over.

Defeat
The Gold Smoke Knight drops the Final Lantern on the Watcher's corpse, bringing the maul down on the remains. The explosion incinerates flesh, cloth, hair, and skin. The Knight moves amongst the dead, arranging their bones and lighting the smile of each skull with a glowing ember. Game Over.

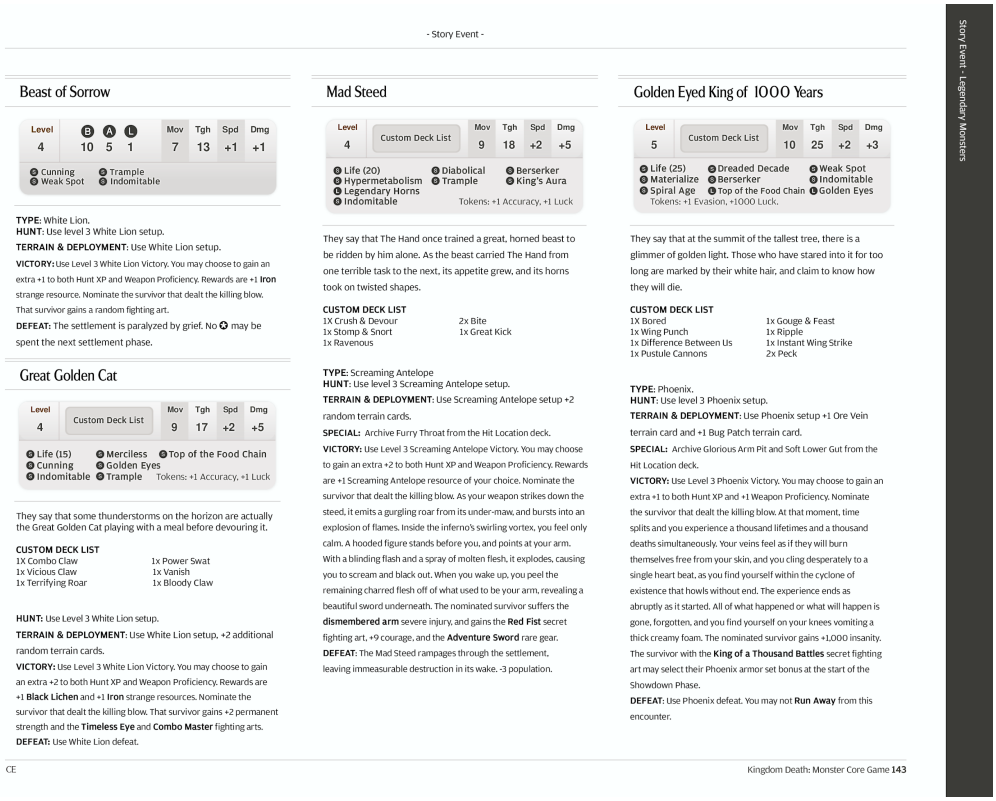
CE
Kingdom Death: Monster Core Game 193

Story Event - SHOWDOWN: GOLD SMOKE KNIGHT

| | |
|---|---|
| Change(s): | - Showdown type updated.<br>● **Finale Monster - Final Encounter** designation added. (v.2.02)<br>○ **Adversary - Final Boss** monster designation added. (v.2.01)<br>- Victory text updated. |
| Explanation: | The Gold Smoke Knight's showdown page, like the Watcher's, was updated with the new boss monster keyword introduced by the CE team in order to prevent heart flute shenanigans.<br>*Monster*'s People of the Lantern campaign also receives a new ending! We hope that its ambiguity lends greater meaning to the player experience and surmounting the Gold Smoke Knight.<br>The Community Edition's 2.02 update introduces text updates as well as a slightly revised version of the original 1.5 story event. |

# - Legendary Monsters

CE:



- Story Event -

Story Event - Legendary Monsters

## Beast of Sorrow

| Level | B | A | L | Mov | Tgh | Spd | Dmg |
|---|---|---|---|---|---|---|---|
| 4 | 10 | 5 | 1 | 7 | 13 | +1 | +1 |

Cunning, Trample, Weak Spot, Indomitable

**TYPE:** White Lion.
**HUNT:** Use level 3 White Lion setup.
**TERRAIN & DEPLOYMENT:** Use White Lion setup.
**VICTORY:** Use Level 3 White Lion Victory. You may choose to gain an extra +1 to both Hunt XP and Weapon Proficiency. Rewards are +1 **Iron** strange resource. Nominate the survivor that dealt the killing blow. That survivor gains a random fighting art.
**DEFEAT:** The settlement is paralyzed by grief. No ✪ may be spent the next settlement phase.

## Great Golden Cat

| Level | Custom Deck List | Mov | Tgh | Spd | Dmg |
|---|---|---|---|---|---|
| 4 | | 9 | 17 | +2 | +5 |

Life (15), Merciless, Top of the Food Chain, Cunning, Golden Eyes, Indomitable, Trample
Tokens: +1 Accuracy, +1 Luck

They say that some thunderstorms on the horizon are actually the Great Golden Cat playing with a meal before devouring it.

**CUSTOM DECK LIST**
1X Combo Claw
1x Vicious Claw
1x Terrifying Roar
1x Power Swat
1x Vanish
1x Bloody Claw

**HUNT:** Use Level 3 White Lion setup.
**TERRAIN & DEPLOYMENT:** Use White Lion setup, +2 additional random terrain cards.
**VICTORY:** Use Level 3 White Lion Victory. You may choose to gain an extra +2 to both Hunt XP and Weapon Proficiency. Rewards are +1 **Black Lichen** and +1 **Iron** strange resources. Nominate the survivor that dealt the killing blow. That survivor gains +2 permanent strength and the **Timeless Eye** and **Combo Master** fighting arts.
**DEFEAT:** Use White Lion defeat.

## Mad Steed

| Level | Custom Deck List | Mov | Tgh | Spd | Dmg |
|---|---|---|---|---|---|
| 4 | | 9 | 18 | +2 | +5 |

Life (20), Diabolical, Berserker, Hypermetabolism, Trample, King's Aura, Legendary Horns, Indomitable
Tokens: +1 Accuracy, +1 Luck

They say that The Hand once trained a great, horned beast to be ridden by him alone. As the beast carried The Hand from one terrible task to the next, its appetite grew, and its horns took on twisted shapes.

**CUSTOM DECK LIST**
1X Crush & Devour
1x Stomp & Snort
1x Ravenous
2x Bite
1x Great Kick

**TYPE:** Screaming Antelope
**HUNT:** Use level 3 Screaming Antelope setup.
**TERRAIN & DEPLOYMENT:** Use Screaming Antelope setup +2 random terrain cards.
**SPECIAL:** Archive Furry Throat from the Hit Location deck.
**VICTORY:** Use Level 3 Screaming Antelope Victory. You may choose to gain an extra +2 to both Hunt XP and Weapon Proficiency. Rewards are +1 Screaming Antelope resource of your choice. Nominate the survivor that dealt the killing blow. As your weapon strikes down the steed, it emits a gurgling roar from its under-maw, and bursts into an explosion of flames. Inside the inferno's swirling vortex, you feel only calm. A hooded figure stands before you, and points at your arm. With a blinding flash and a spray of molten flesh, it explodes, causing you to scream and black out. When you wake up, you peel the remaining charred flesh off of what used to be your arm, revealing a beautiful sword underneath. The nominated survivor suffers the **dismembered arm** severe injury, and gains the **Red Fist** secret fighting art, +9 courage, and the **Adventure Sword** rare gear.
**DEFEAT:** The Mad Steed rampages through the settlement, leaving immeasurable destruction in its wake. -3 population.

## Golden Eyed King of 1000 Years

| Level | Custom Deck List | Mov | Tgh | Spd | Dmg |
|---|---|---|---|---|---|
| 5 | | 10 | 25 | +2 | +3 |

Life (25), Dreaded Decade, Weak Spot, Materialize, Berserker, Indomitable, Spiral Age, Top of the Food Chain, Golden Eyes
Tokens: +1 Evasion, +1000 Luck.

They say that at the summit of the tallest tree, there is a glimmer of golden light. Those who have stared into it for too long are marked by their white hair, and claim to know how they will die.

**CUSTOM DECK LIST**
1X Bored
1x Wing Punch
1x Difference Between Us
1x Pustule Cannons
1x Gouge & Feast
1x Ripple
1x Instant Wing Strike
2x Peck

**TYPE:** Phoenix.
**HUNT:** Use level 3 Phoenix setup.
**TERRAIN & DEPLOYMENT:** Use Phoenix setup +1 Ore Vein terrain card and +1 Bug Patch terrain card.
**SPECIAL:** Archive Glorious Arm Pit and Soft Lower Gut from the Hit Location deck.
**VICTORY:** Use Level 3 Phoenix Victory. You may choose to gain an extra +1 to both Hunt XP and +1 Weapon Proficiency. Nominate the survivor that dealt the killing blow. At that moment, time splits and you experience a thousand lifetimes and a thousand deaths simultaneously. Your veins feel as if they will burn themselves free from your skin, and you cling desperately to a single heart beat, as you find yourself within the cyclone of existence that howls without end. The experience ends as abruptly as it started. All of what happened or what will happen is gone, forgotten, and you find yourself on your knees vomiting a thick creamy foam. The nominated survivor gains +1,000 insanity. The survivor with the **King of a Thousand Battles** secret fighting art may select their Phoenix armor set bonus at the start of the Showdown Phase.
**DEFEAT:** Use Phoenix defeat. You may not **Run Away** from this encounter.

CE

Kingdom Death: Monster Core Game 143

Change(s):

- Legendary Monster "Victory" reward text updated.
  - Beast of Sorrow:
    - You may choose to gain an extra +1 to both Hunt XP and Weapon Proficiency.
  - Great Golden Cat:
    - You may choose to gain an extra +2 to both Hunt XP and Weapon Proficiency.
  - Mad Steed:
    - You may choose to gain an extra +2 to both Hunt XP and Weapon Proficiency.
  - Golden Eyed King of 1000 Years:
    - "The survivor with the King of a Thousand Battles secret fighting art may select their Phoenix armor set bonus at the start of the Showdown Phase."
    - Text updates for parity (2.01).

Explanation:

The legendary monsters of *Kingdom Death* have also received updates in the 2.0 version of the Community Edition. Considering that these monsters pose a significant challenge to players regardless of their skill level, the team came to

| | |
|---|---|
| | the conclusion that slight adjustments to their rewards would increase their overall value as huntable quarries. The buffs do not negatively impact the overall game balance as legendary monsters can only be fought once per campaign. This also takes into account that both players have to go through the process of building the Mask Maker settlement location and crafting one of the three masks that a settlement can build in order to hunt the corresponding legendary monster.<br>The Beast of Sorrow, Great Golden Cat, and Mad Steed award victorious survivors with generous potential boosts to both their Hunt XP and Weapon Proficiency in CE 2.0 (in addition to their original rewards). Players do have the choice not to accept the additional rewards, however, in order to ensure that they can save survivors close to retirement.<br>The Golden King of a 1000 Years did not receive the same buffs as the other legendaries due to the changes to the CE 2.0 changes to the Phoenix's level 3+ Victory rewards. The opportunity for a hunting party to make worthwhile gains (with a max of either +2 Hunt XP and +3 Weapon Proficiency or +3 hunt XP and +6 weapon proficiency depending on player choice) for overcoming a truly challenging foe improves the appeal of the legendary monster further. Furthermore, defeating the legendary Phoenix grants players access to a variant of the Phoenix armor set. The new King of a Thousand Battles is able to channel their newfound abilities in new ways!<br><br><u>Note</u>:<br>- **The Old Master** has been updated to bring it in line with the above changes as well. Players should now gain +1 Hunt XP and +4 Weapon Proficiency upon victory (instead of +1 Hunt XP and +3 Weapon Proficiency). |

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CE:

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| Change(s): | - Text updated to include the Inscrutable Purpose story event. |
|---|---|

# Updated Monster Resources

## - Coffin Bone

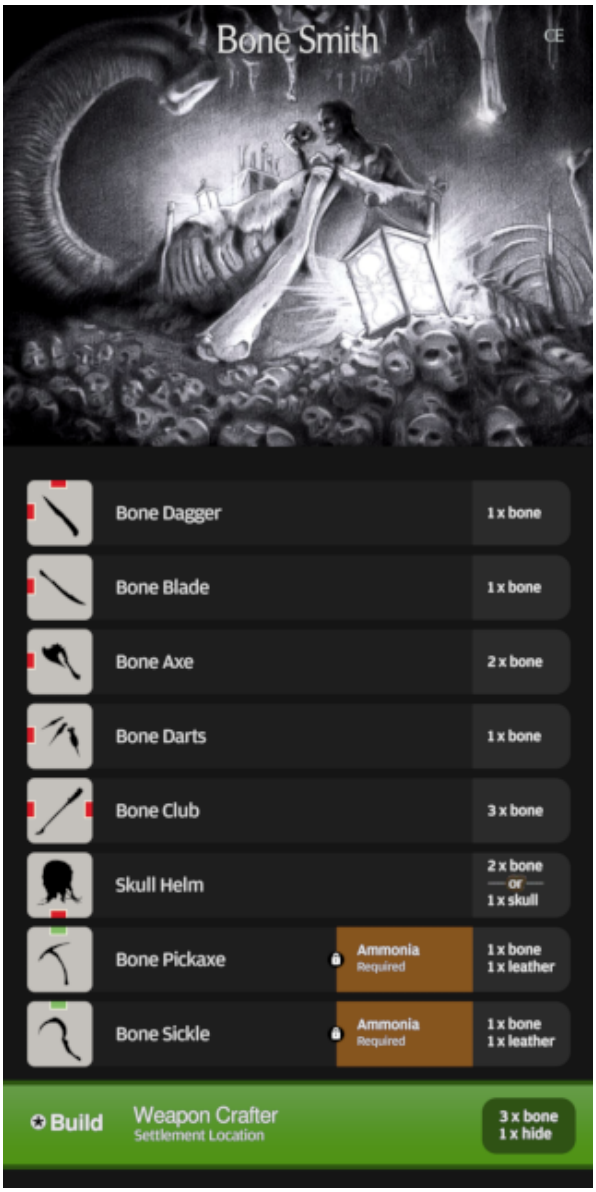
| | |
|---|---|
| CE: | |

| | |
|---|---|
| Explanation: | The Coffin Bone is a new strange resource introduced by the Community Edition team into the world of *Kingdom Death: Monster*. It is awarded to survivors after successfully defeating level 2+ Screaming Antelope. |

# Updated Weapons and Gear

## 1. Bone Smith

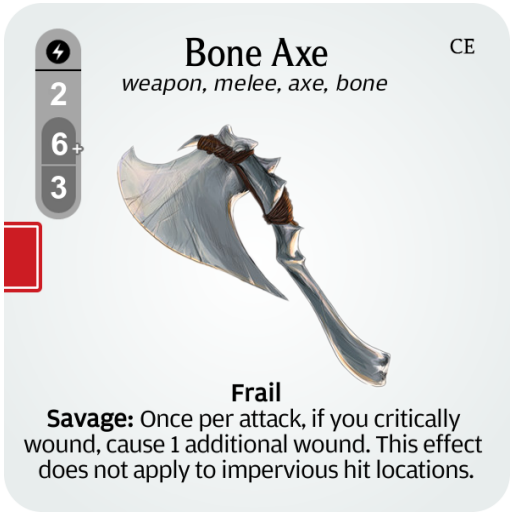
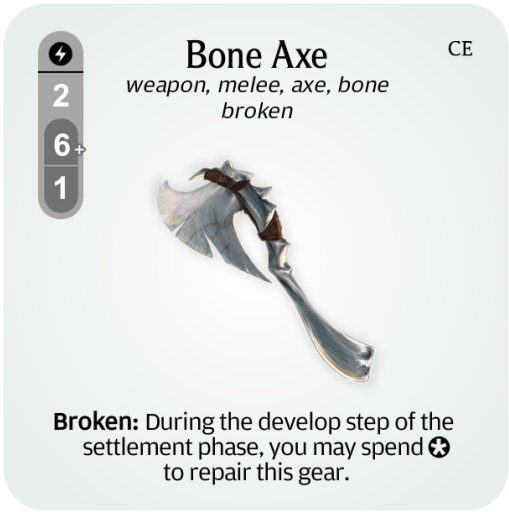
- **Settlement Location**

| | |
|---|---|
| CE: |  |

| | |
|---|---|
| Change(s): | - Bone Axe gear cost updated:<br>● 1x Bone, 1x Organ → 2x Bone |
| Explanation: | While a minor change, updating the gear cost for the Bone Axe was a decision made to combat what was felt to be a prohibitive cost. Organ resources gained early on within a campaign are often some of the most important for the development of a settlement. |

| | |
|---|---|
| | While changing the Bone Axe's original cost to two bones is a minor update, the CE team believes that removing the organ requirement will allow for just a touch more early-game variety as survivors begin their first forays into the darkness. |

- **Gear**
  - Bone Axe

| | | | |
|---|---|---|---|
| CE: |  | |  |

| | |
|---|---|
| Change(s): | - Updated weapon cost:<br>  ● 1x Bone, 1x Organ → 2x Bone<br>- Updated gear keyword:<br>  ● **Frail** added.<br>- Updated gear "state" – Bone Axe (**Broken**)<br>  ● Gear keywords updated:<br>  ○ Gains the "*broken"* keyword. **Savage** removed.<br>  ● Attack profile updated:<br>  ○ 2/6+/3 → 2/6+/1<br>  ● Affinities updated:<br>  ○ Affinity removed. |
| Explanation: | With updates to both its costs and card, the Bone Axe is now susceptible to becoming a "broken" version of itself. The decrease in attack strength and omission of the Bone Axe's gear special ability, a theme common among the new "broken" weapons, were debuffs chosen to incentivize either repairing or replacing the weapon as soon as possible. |

- Bone Blade

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear keyword:<br>● **Frail** added.<br>- Updated gear "state" – Bone Blade (**Broken**)<br>● Gear keywords updated:<br>○ "*broken*" added.<br>○ "*sword*" replaced by "*dagger*."<br>● Attack Profile updated:<br>○ 2/6+/2 → 2/7+/1<br>● Affinities updated:<br>○ Affinity removed. |
| Explanation: | All of the frail weapons in the KD:M 1.5 core were updated to have "broken" versions of themselves. This early-game sword, when broken, becomes a weakened dagger. |

- Bone Dagger

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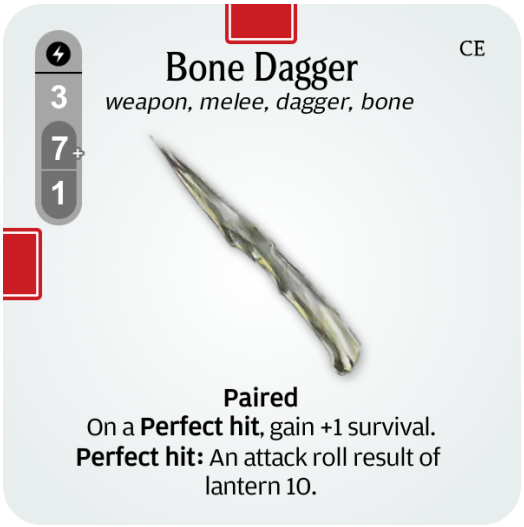
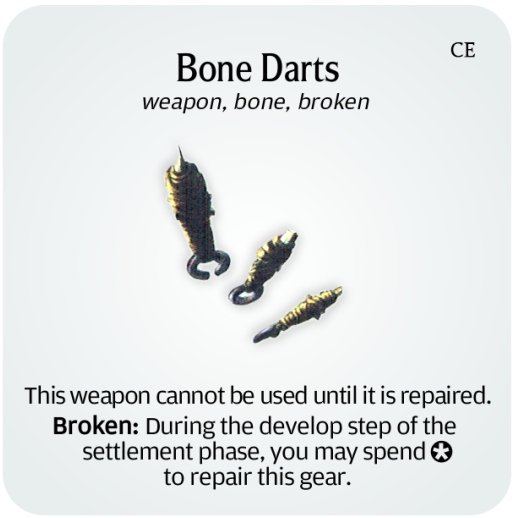
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>● **Paired** added. |
| Explanation: | The Bone Dagger remains largely unchanged in the Community Edition. As an early-game weapon choice, the Bone Daggers now offer players a different paired weapon option from the Lion Beast Katar. The daggers are still relatively simplistic to use while receiving both indirect buffs and gear rule alterations. |

- Bone Darts

| | | | |
|---|---|---|---|
| CE: | | |  |

| | |
|---|---|
| Change(s): | - Updated gear keyword:<br>● **Frail** (CE) added.<br>- Updated gear "state" – Bone Darts (**Broken**)<br>● Gear keyword(s) updated:<br>○ Gains the "*broken"* keyword<br>● New gear text added:<br>○ "This weapon cannot be used until it is repaired."<br>● Affinities updated:<br>○ Red affinity removed. |
| Explanation: | The Bone Darts changes are straightforward and need little explanation. A broken dart stands little chance to wound a monster and, given their utility in *Monster*'s early-game as a ranged weapon option, they warrant a quick fix. |

# Skinnery

- **Settlement Location**

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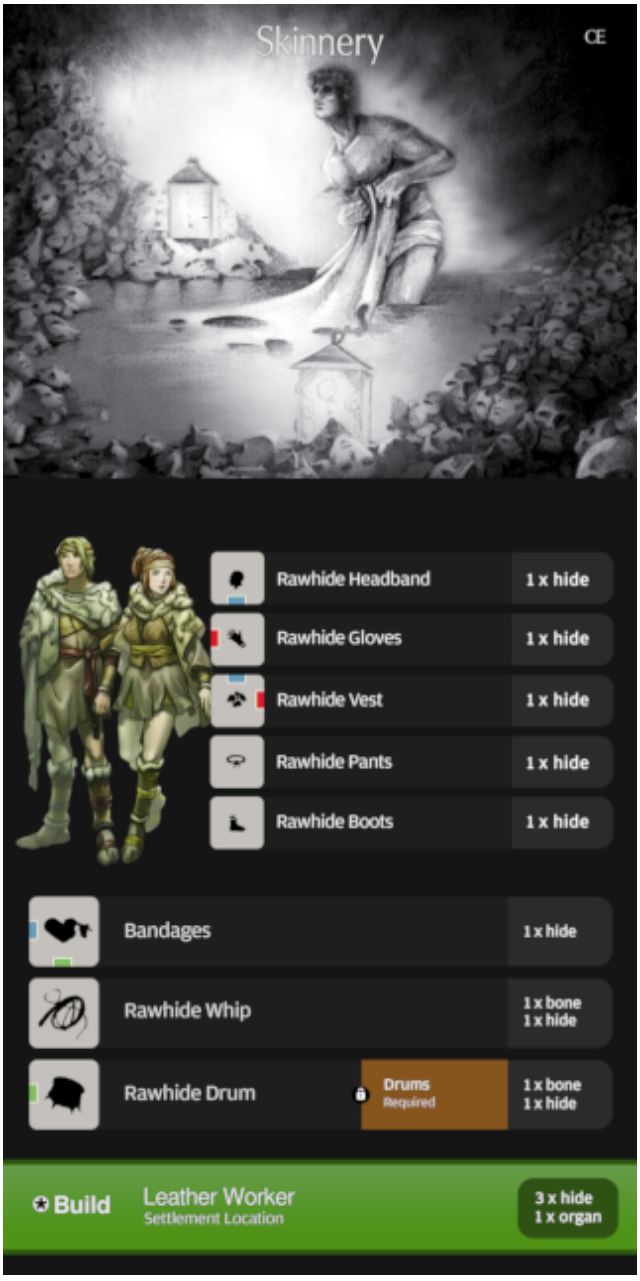
|---|---|
| CE: |  |

| | |
|---|---|
| Change(s): | - Updated weapon requirement(s):<br>● Rawhide Whip<br>○ Ammonia requirement removed. |
| Explanation: | The Community Edition changes to the Skinnery settlement location grants settlements access to a non-*bone* weapon in the early-game! The CE team |

| | |
|---|---|
| | removed the innovation requirement from the Rawhide Whip in order to bolster early-game build diversity. |

- **Gear**
  - Rawhide Whip

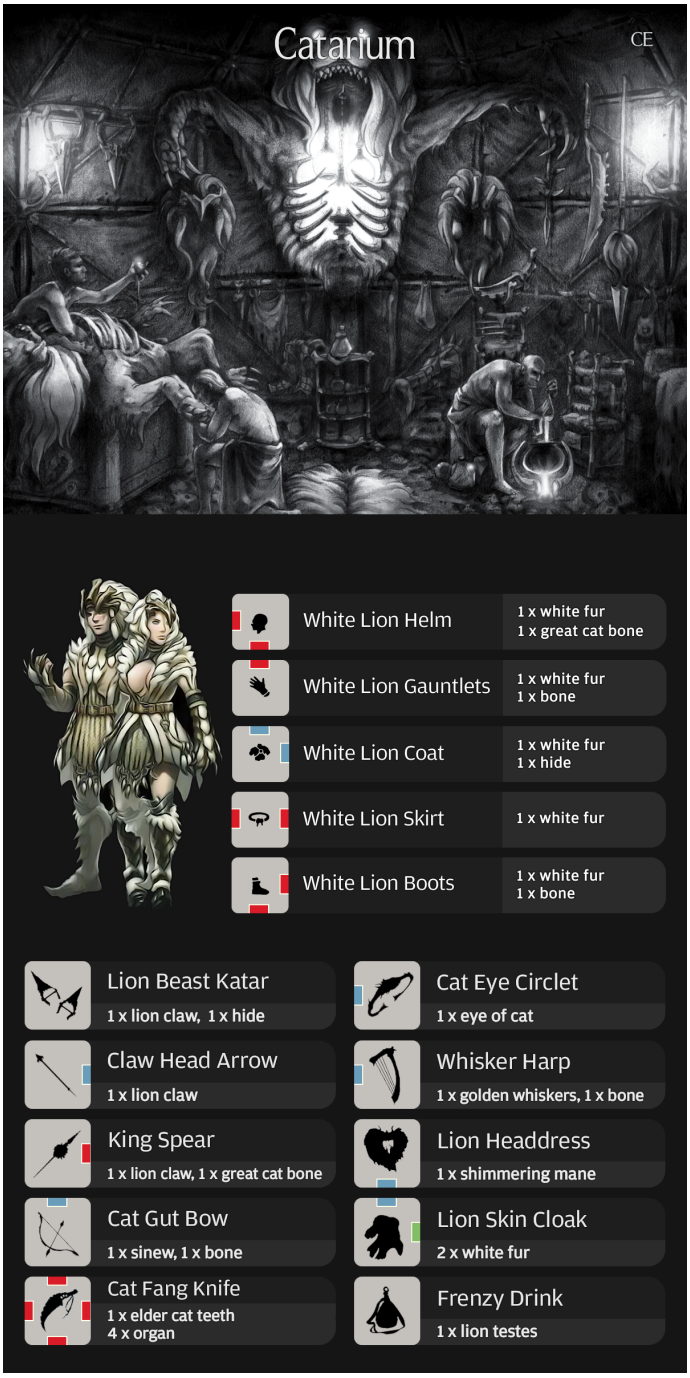
| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated crafting requirement(s):<br>● Ammonia requirement removed.<br>- Updated gear special rule:<br>● **Reach 2** added. |
| Explanation: | The Ammonia requirement was removed from the Rawhide Whip in order to increase the amount of viable weapon choices available to players in the early-game. The Rawhide Whip also gains “Reach 2” for thematic parity with the other whips available in the Core game. |

# Catarium

- **Settlement Location**

CE:




Change(s):

- White Lion Boots gear cost updated.
  - 1x White Fur, 1x Hide → 1x White Fur, 1x Bone
- Gear previews updated.

| | |
|---|---|
| Explanation: | The resources necessary to craft the White Lion Boots were changed in the Community Edition in order to bring the cost more in line with what is presented in the card art (as the boots are made of both White Lion fur and bones). The new settlement location was updated to showcase the updated affinities of CE gear as well. |

## Gear

- Cat Fang Knife

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated weapon values:<br>● 3/6+/2 → 3/6+/4<br>- Updated gear special rule:<br>● **Paired** added.<br>- Updated gear special ability:<br>● "On each **Perfect hit**, you may draw a hit location from the top of the discard pile instead.” (CE v.2.0) |
| Explanation: | As the weapon gated behind the level three White Lion, the Cat Fang Knife was disappointing in KD:M 1.5. Though it had a decent gear special ability, it lacked strength and did not have a proficiency capable of boosting its mid- to end-game viability.<br>The CE version of the Cat Fang Knife provides the community with a strong dagger option for the later years of a campaign—especially when its strength is augmented by other gear, bonuses, and its own mastery. The new gear special ability allows players a new avenue of monster manipulation while both |

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| | reducing the chance of drawing the trap card and increasing the chance of killing on a deathblow monster hit location. |

- King's Spear

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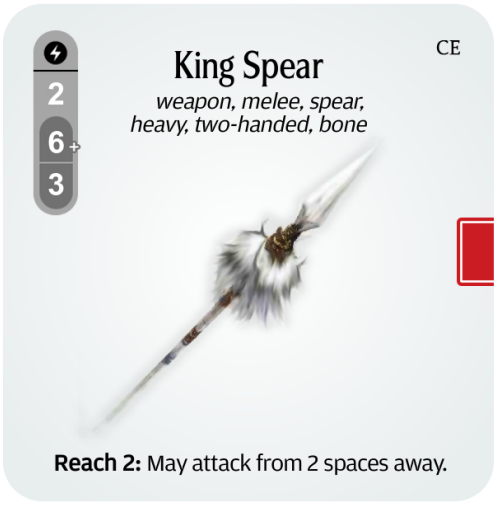
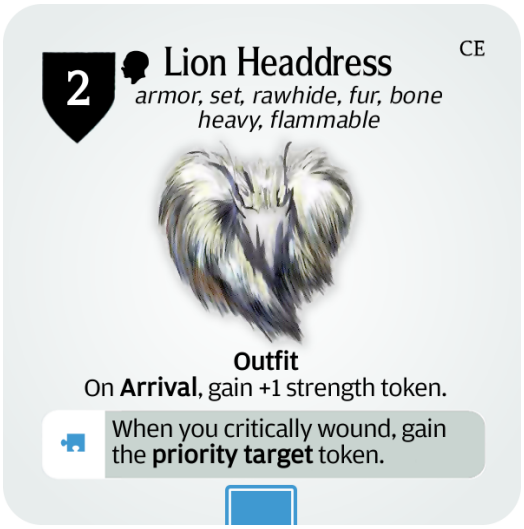
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Weapon gear keywords updated:<br>● "*bone*" keyword added. |
| Explanation: | CE 2.02 introduces a new version of the King's Spear! In the 1.5 core, the King's Spear lacks the *bone* keyword—despite being made of it. Its addition provides settlements and survivors, especially those that are reliant on osseous gear, with a particularly useful new hunting tool. |

- Lion Headdress

| | | | |
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>  • **Outfit** added.<br>- Updated gear special abilities:<br>  • Gear ability added: "On **Arrival**, gain +1 strength token."<br>  • Puzzle affinity added: "When you critically wound, gain the **Priority target** token."<br>- Updated gear special rule:<br>  • **Accessory** removed (CE v.1.01) |
| Explanation: | The original Lion Headdress offered players little incentive to craft it. The additional head armor provides little benefit beyond the early-game. The weaknesses of the gear outweighed the strengths it had.<br>The CE Lion Headdress, now on its second iterations, was designed to offer players a thematic new way to gain the **Priority target** token and additional strength to work with.<br>**Accessory** was removed from the Lion Headdress in the CE v.1.01 update. The CE team came to this decision after examining community feedback. |

- Lion Skin Cloak

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>● **Outfit** added.<br>- Updated affinities:<br>● Up blue affinity added. |
| Explanation: | The Lion Skin Cloak gained a new keyword and affinity in the Community Edition, allowing for different builds to utilize the White Lion armor set bonus. |

- White Lion Boots

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear cost:<br>● 1x White Fur, 1x Hide → 1x White Fur, 1x Bone<br>- Updated gear keyword(s):<br>● "*heavy*" removed.<br>● *"bone"* added. |
| Explanation: | The CE team updated the cost of the White Lion Boots to reduce the amount of hide necessary to build the set. The addition of the "bone" keyword is included to reflect the change in materials needed to craft the gear. Removing the "heavy" keyword from the armor gear allows for greater armor set variety in variant campaigns, as well as reducing the risk posed by Cracks in the Ground, thus increasing its appeal. |

- White Lion Coat

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear keyword:<br>● "*heavy*" removed.<br>- Updated gear affinities:<br>● Right blue affinity added. |
| Explanation: | The Community Edition updates to the White Lion Coat notably include a new blue affinity. This affinity was added to allow for new possible gear arrangements to better activate special gear abilities and affinity puzzles. The removal of the "heavy" keyword keeps the coat in line with the rest of the gear. |

- White Lion Gauntlet

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear keyword(s):<br>● "*heavy*" removed.<br>- Updated gear special ability:<br>● "Once per hunt phase, after revealing a monster hunt event, you may archive it and draw a new monster hunt event." (v.2.02) |
| Explanation: | One of the weaknesses of the White Lion armor in KD:M 1.5 was that the set lacked utility beyond the early game (especially when compared to the Screaming Antelope or Gorm armor sets). The Community Edition team decided that the armor set and its pieces should be updated to provide greater utility to players throughout a campaign. The White Lion Gauntlet received special attention in this regard in the form of a new gear special ability.<br>The CE Lion Gauntlet new gear special ability introduces hunt phase manipulation—allowing players to re-draw unfortunate monster hunt event cards once per hunt phase. Players should always shuffle the monster hunt card deck before drawing the new card. Furthermore, the gauntlet is also no longer "heavy" gear. |

- White Lion Helm

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear keyword:<br>● *Heavy* keyword removed.<br>- Updated gear affinities:<br>● Left red affinity added. |
| Explanation: | The White Lion Helm received a new affinity in order to facilitate different gear grid combinations and increase its synergy overall with the redesigned White Lion armor set. Removing the “heavy” keyword allows for greater armor set variety in variant campaigns. |

- White Lion Skirt

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear keyword:<br>● *Heavy* keyword removed.<br>- Updated gear special ability:<br>● "When you **Pounce**, gain +1 accuracy for your next attack this turn." |
| Explanation: | The CE White Lion Skirt gains the ability originally associated with the White Lion Gauntlet. The CE team relocated the **Pounce** accuracy bonus to help the armor set retain all of the aspects that made it worth using.<br>Removing the "heavy" keyword allows for greater armor set variety in variant campaigns. |

# Weapon Crafter

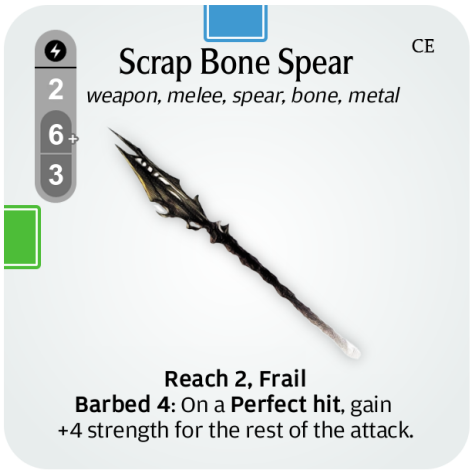
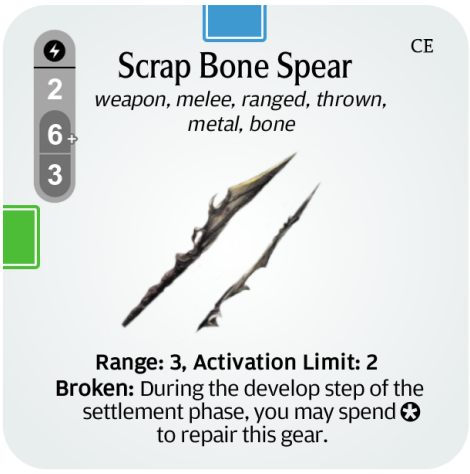
- **Settlement Location**

| | |
|---|---|
| CE: | |
| Change(s): | - Updated gear options.<br>● The Scrap Shield has been transferred from the Blacksmith to the Weapon Crafter. (v.2.02) |

| | |
|---|---|
| | ● Scrap Rebar added for parity with official updates.<br>● Scrap Bone Spear added for parity with official updates.<br>- Updated gear costs.<br>● Skullcap Hammer cost updated to reflect changes made in official 1.6 content. (v.2.6)<br>○ 2x Bone, 1x Hide, 1x Scrap → 1x Skull, 1x Hide, 1x Scrap<br>● Scrap Bone Spear cost updated: (v.2.6)<br>○ 4x Bone, 1x Scrap → 2x Bone, 1x Scrap<br>- Updated gear affinities:<br>● Scrap Bone Spear updated:<br>○ Changed to have a left green affinity and up blue affinity. Red right affinity removed. (v.2.6) |
| Explanation: | The inclusion of the redesigned Scrap Shield and updated costs to Weapon Crafter weapons both new and old rehauls the value of the Weapon Crafter as a settlement location. Now, the Weapon Crafter offers a greater number of viable and unique—while still properly gated—weapon options for training proficiencies past the early-game.<br>The Weapon Crafter retains the Scrap Shield following the release of the card pack. The CE 2.6 update also tweaks the cost of the Scrap Bone Spear. |

## ● Gear

### - Scrap Bone Spear

| | | | |
|---|---|---|---|
| CE: |  | |  |

| | |
|---|---|
| Change(s): | - Gear cost updated: (v.2.6)<br>● 4x Bone, 1x Scrap → 2x Bone, 1x Scrap |

| | |
|---|---|
| | - Affinities updated: (v.2.6)<br>  - Right red affinity removed. Up blue affinity added.<br>- Red puzzle requirement removed. (v.2.6)<br>- Broken Scrap Bone Spear added. (v.2.6) |
| Explanation: | The Scrap Bone Spear's introduction into the game has been met with scrutiny and disappointment. Overpriced and frail, the official version of Scrap Bone Spear didn't offer players a weapon worth investing resources into. In an effort to improve upon the original design, the 2.6 update also has introduced a new broken side to the gear alongside a pretty substantial cost reduction. |

- Scrap Shield

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Attack profile updated:<br>  • 2/7+/3 → 2/7+/5<br>- Gear cost updated:<br>  • 3x Bone, 2x Scrap, 3x Leather → 2x Bone, 2x Scrap, 2x Leather |
| Explanation: | The Scrap Shield in the Community Edition is meant to be an offensive weapon used for training up shield mastery in the early and mid-game. |

- Scrap Rebar

| | | | |
|---|---|---|---|
| CE: | | | |

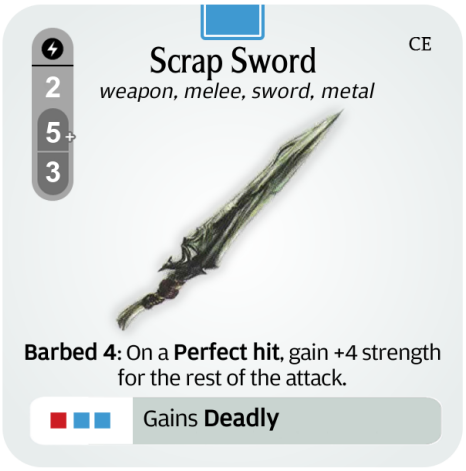
| | |
|---|---|
| Change(s): | - Gear text updated: (v.2.6)<br>● Removed the following text: "If you attempt to wound a **Super-dense** location with the weapon, archive this at the end of the attack."<br>- Fragile gear adjacent to any side of this gear card are now protected from Super-Dense locations. (v.2.6) |
| Explanation: | The introduction of Scrap Rebar was regarded by many members of the community to be largely disappointing—given its potential to be a rather niche way to keep frail weapons from breaking. Having the gear archive itself following a single interaction with a Super-Dense location came across to many members of the community as a pointless waste given its overall cost. While it is not useless, it doesn't accomplish too much. For many players, a survivor's gear grid slots are precious. Being able to maximize their usefulness, during the hunt and showdown phases, is imperative to success.<br>For the 2.6 Community Edition update the team focused on trying to build off of the foundation set by Poots with respect to what may be envisioned for the gear ahead. CE Scrap Rebar no longer archives itself and can be placed in a number of new positions in a gear grid to be useful. While it may still cost a survivor one of their gear slots to protect their frail gear, the increased utility introduced in the 2.6 update should make up for the downsides. |

- Scrap Dagger

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear special abilities:<br>● **Barbed** gear special ability added for parity with 1.6. (v.2.6)<br>● "Gain +1 to your **Perfect hit** range while attacking with this." |
| Explanation: | With the release of CE 2.6, the team felt the Scrap Dagger should be revisited. When compared to similar weapons, this dagger received little play. A weak dagger without much to set it apart even from the Bone Dagger. The CE team came to the decision that this weapon needed something more. CE Scrap Dagger aims to carve a new niche for the underutilized early/mid-game dagger. Understanding which supplemental gear and fighting arts synergize with these daggers will greatly increase the chance of activating their **Barbed** ability. |

- Scrap Sword

| | | | |
|---|---|---|---|
| CE: |  | | |

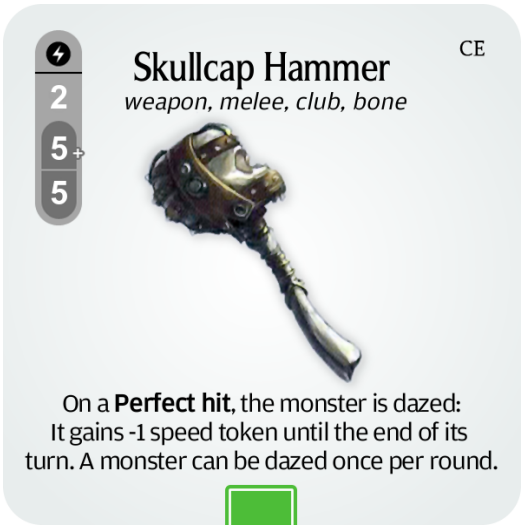
| | |
|---|---|
| Change(s): | - Updated puzzle ability activation costs:<br>● 2x Red affinity, 1x Blue affinity → 1x Red affinity, 2x Blue affinity.<br>- **Barbed** keyword added. (v.2.6) |
| Explanation: | The Scrap Sword is a decently strong weapon in the core game. While potentially attainable as early as Lantern Year 1, the sword's usability faltered due to its lackluster affinity puzzle costs (originally two red affinities and one blue). Rather than give the weapon any new abilities or stat changes, the Community Edition team changed the Scrap Sword's affinities to increase its synergy with gear like the Luck Charm (which make the weapon more viable on the hunt).<br>The 2.6 update to the Community Edition updates the card text so that it aligns with the addition of the "Barbed" keyword. |

- Whistling Mace

| | | | |
|---|---|---|---|
| CE: | | | |

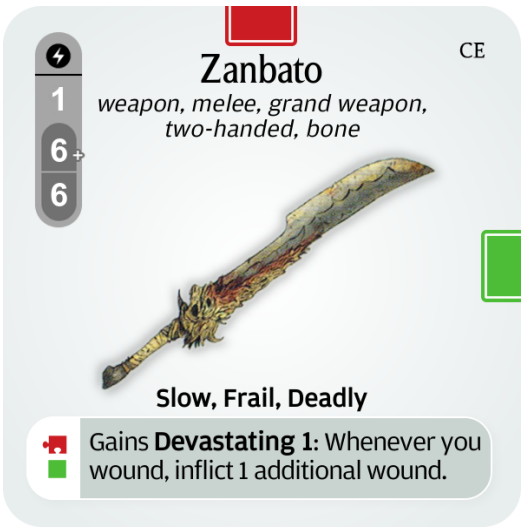
| | |
|---|---|
| Change(s): | - Attack profile updated:<br>● 3/6+/3 → 3/6+/4<br>- Gear keywords updated :<br>● "*Whip*" added.<br>- Updated card text:<br>● "I" capitalized in the **Unwieldy** gear special rule. (CE v.1.01) |
| Explanation: | The CE Whistling Mace introduces small buffs to this once lackluster blunt weapon. While the mace itself only gained a single additional strength, the addition of the "whip" keyword produces a weapon with greater mid- and late-game utility—capable of being bolstered further by using it in conjunction with the Lantern Armor. The Community Edition version of the Whistling Mace, however, remains a bludgeoning weapon. Thus, it does not gain any additional reach. |

- Skullcap Hammer

| | | | |
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Attack profile updated:<br>● 2/7+/3 → 2/5+/5<br>- Updated gear cost:<br>● 1x Skull, 1x Hide, 1x Scrap (v.2.6)<br>○ Updated from: 2x Bone, 1x Hide, 1x Scrap.<br>- Text edits for clarity. (CE v.1.01) |
| Explanation: | In the previous versions of the Community Edition, the Skullcap Hammer had received buffs in order to better compete with other weapons of the same class—namely the Bone Club and the Riot Mace. The CE team felt it was necessary to increase the gear's cost for balance purposes given the boost to its strength.<br>Following the release of the legendary card pack and the 1.6 updates to Kingdom Death, CE Skullcap Hammer has had a slight alteration to its cost. The team recognized that players choosing to continue to use the CE version of the weapon would have easy access to a very strong early to mid game weapon following the 1.6 changes. To counteract this, the CE Skullcap Hammer's price was reevaluated. The 2.6 gear costs felt right after a few rounds of internal play-testing. Let us know what you think! |

- Zanbato

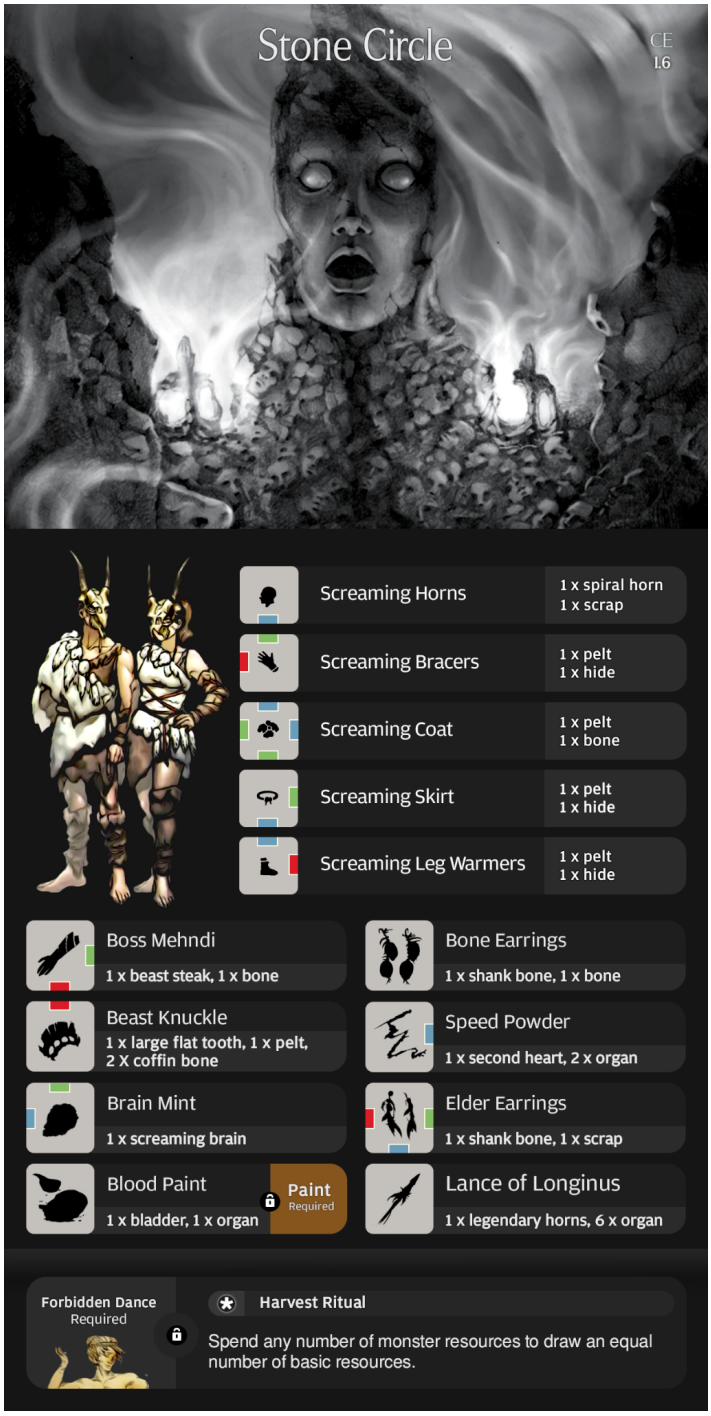
| | | | |
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>● **Frail** added.<br>- Updated gear "state": Zanbato (**Broken**)<br>● Attack profile updated:<br>○ 1/6+/6 → 2/6+/3<br>● Gear keywords updated:<br>○ "*Grand weapon*" keyword was exchanged for "*sword*."<br>○ **Deadly** and **Slow** removed.<br>● Affinity puzzle ability removed. |
| Explanation: | Like the other "frail" weapons updated by the Community Edition, the Zanbato receives a "broken" version of itself as well. While broken the Zanbato loses the *grand weapon* keyword and becomes a "sword".<br>This version of the Zanbato does not replace the gear of the same name included in the Dung Beetle Knight expansion. |

# Stone Circle

- **Settlement Location**

CE:




| Change(s): | - Official gear costs changes introduced in 1.6 are now reflected on the settlement location. |
|---|---|

| | |
|---|---|
| | ● Several CE v.2.02 gear costs are now outdated and have received updates. (v.2.06)<br>- Updated gear previews of affinities<br>● New Screaming Antelope resource added: "Coffin Bone”<br>● Updated CE Beast Knuckle cost:<br>○ 1x Large Flat Tooth, 1x Pelt → 2x Coffin Bone, 1x Large Flat Tooth, 1x Pelt |
| Explanation: | With the Community Edition upgrades to the Beast Knuckle gear, cost changes were necessary in order to retain game balance and fairness. The "Coffin Bone" is a new strange resource that will be rewarded to survivors after defeating a level 2+ Screaming Antelope. |

## ● Gear

- Beast Knuckle

| | | | |
|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated gear cost:<br>● 2x Coffin Bone, 1x Large Flat Tooth, 1x Pelt<br>○ 1.6 Gear Cost: 1x Large Flat Tooth, 1x Hide<br>- Updated attack profile:<br>● 2/6+/4 → 2/5+/4<br>- Updated gear affinities:<br>● Up red affinity added.<br>- Updated puzzle affinity ability:<br>● “While **Paired**: Gains **Sharp**.” |

| | |
|---|---|
| Explanation: | The CE Beast Knuckle was made with *Monster*'s mid- to late-game in mind. With both greater accuracy and the inclusion of "Sharp," the antelope katar is able to put out a far better damage output while also offering the utility of decreasing a monster's toughness. The updated gear cost and the new Coffin Bone resource were introduced to balance the increase in power. Players will need to hunt several higher level Screaming Antelope in order to pair the Beast Knuckle and utilize all of the weapon's strengths. |

- Lance of Longinus

| | | | |
|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated gear special rule:<br>● **Irreplaceable** removed. |
| Explanation: | The "irreplaceable" gear special rule was removed in the Community Edition as a quality of life change meant to improve the weapon without changing the essentials of it. |

- Boss Mehndi

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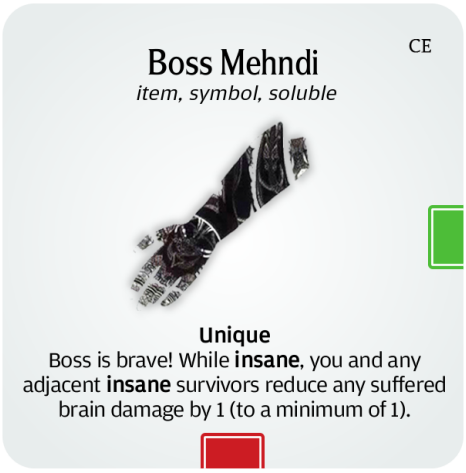
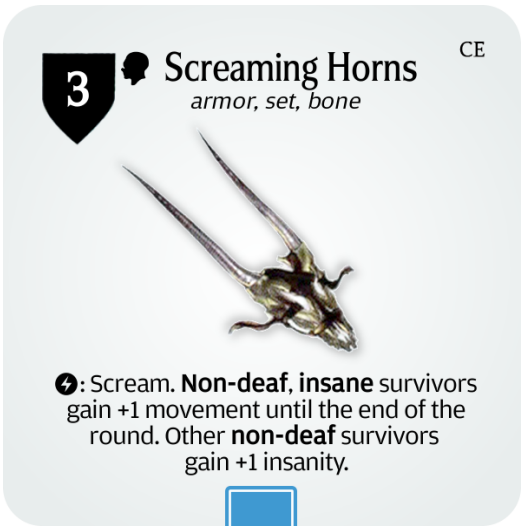
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Updated gear costs:<br>● 1x Golden Whiskers, 1x bone → 1x Golden Whiskers, 1x bone, 1x hide<br>- Updated gear affinities:<br>● Right green affinity added.<br>● Down red affinity added.<br>- Gear special ability nerfed:<br>● "While **insane**, you and any adjacent **insane** survivors reduce any suffered brain damage by 1 (to a minimum of 1)." (v.2.6).<br>○ "While **insane**, you and adjacent **insane** survivors gain +1 accuracy and reduce any suffered brain damage by 1, to a minimum of 1." (v.2.02).<br>- Updated gear keyword:<br>● "*symbol*" added. |
| Explanation: | While Boss Mehndi in 1.5 had its uses, it was a lackluster piece of gear often overlooked for its weaknesses—a lack of affinities and generally detrimental speed buff. The Community Edition redesign of Boss Mehndi solves those issues by transforming it into the dream accessory of an insane survivor.<br>CE Boss Mehndi incorporates the "*symbol*" keyword to allow the gear to synergize with the Necromancer SFA, like all the other mehndis. The Community Edition overhauls the Boss Mendhi into a truly valuable gear to have out on the hunt.<br>With the release of CE 2.6, this gear has removed the bonus to accuracy for balance purposes. |

- Screaming Horns

| | | | |
|---|---|---|---|
| CE: |  | | |

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|---|---|
| Change(s): | - Updated gear text:<br>● "✪: Scream. **Non-deaf**, **insane** survivors gain +1 movement until the end of the round. Other **non-deaf** survivors gain +1 insanity." (CE v.2.02) |
| Explanation: | Discoveries made while playing KD:M 1.5 revealed that ambiguities in the gear special ability text of the Screaming Horns enabled a repeatable exploit allowing survivors wearing the helmet to gain nearly unlimited insanity.<br>The CE team hopes that players will use the updated version to help curb broken gear interactions that trivialize the gameplay of Kingdom Death.<br>With the release of the first legendary card pack, alongside the update from 1.5 to 1.6, the official version of Screaming Horns is identical to the CE version. Players should swap the gear card out for the official version but may continue to use the CE version at their discretion. |

- Speed Powder

| | | | |
|---|---|---|---|
| CE: | | | |

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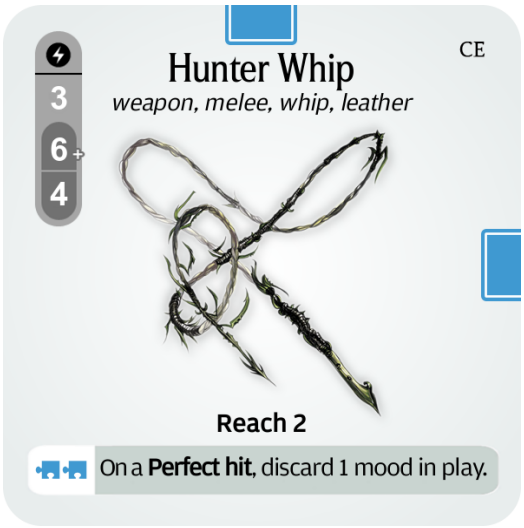
|---|---|
| Change(s): | - Updated gear special ability:<br>● "Increase the range of your **Perfect hit range** by +1." |
| Explanation: | CE Speed Powder was redesigned by the team to offer players a unique utility tool capable of boosting the effectiveness of other gear. Players that love using weapons that need "Perfect hits" to trigger their gear special abilities will find this worth a slot on their gear grid! |

# Leather Worker

- **Gear**
  - Hunter Whip

| | | | |
|---|---|---|---|
| CE: |  | | |

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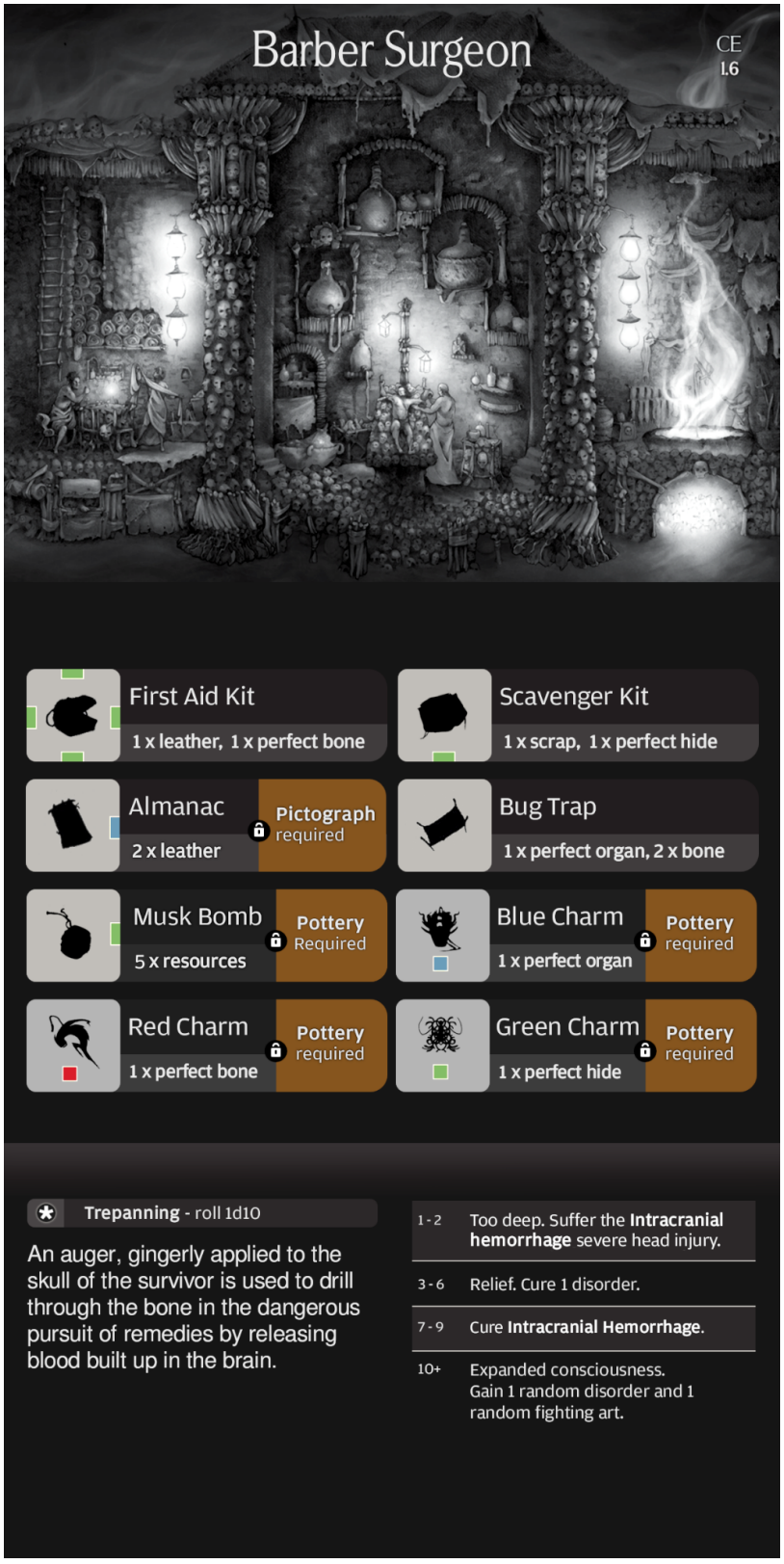
|---|---|
| Change(s): | - Updated attack profile:<br>● 3/6+/3 → 3/6+/4 |
| Explanation: | The CE version of the Hunter Whip modifies the weapon through a slight strength adjustment. The added strength from the Community Edition version of Whip Proficiency, as well as the ability buffs, make this a more formidable tool for monster hunting. |

# Barber Surgeon

- **Settlement Location**

CE:


Barber Surgeon
CE
1.6
First Aid Kit
1 x leather, 1 x perfect bone
Scavenger Kit
1 x scrap, 1 x perfect hide
Almanac
2 x leather
Pictograph required
Bug Trap
1 x perfect organ, 2 x bone
Musk Bomb
5 x resources
Pottery Required
Blue Charm
1 x perfect organ
Pottery required
Red Charm
1 x perfect bone
Pottery required
Green Charm
1 x perfect hide
Pottery required
Trepanning - roll 1d10
An auger, gingerly applied to the skull of the survivor is used to drill through the bone in the dangerous pursuit of remedies by releasing blood built up in the brain.
1-2 Too deep. Suffer the Intracranial hemorrhage severe head injury.
3-6 Relief. Cure 1 disorder.
7-9 Cure Intracranial Hemorrhage.
10+ Expanded consciousness. Gain 1 random disorder and 1 random fighting art.

| | |
|---|---|
| Change(s): | - Updated gear previews to match affinity changes.<br>- Updated to reflect changes introduced in the first legendary card pack and 1.6 official update.<br>● Speed Powder, Elder Earrings, and Brain Mint gear removed.<br>● Blue Charm, Red Charm, and Green Charm gear added.<br>● Updated gear costs.<br>- Updated gear costs:<br>● Musk Bomb<br>○ 7x resources → 5x resources (CE 2.6)<br>- Updated gear affinities:<br>● The Musk Bomb gains a right green affinity. |
| Explanation: | Changes made to the Barber Surgeon settlement location were necessary in order to reflect changes made to gear cards' affinities. The Musk Bomb received a cost reduction as well. |

- **Gear**
  - Bug Trap

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|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated gear affinities:<br>● Down green affinity added.<br>● Right blue affinity added.<br>- Updated gear special ability:<br>● "At the start of the showdown, add a **Bug Patch** terrain card to the showdown board." (CE v.1.01) |

| | |
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| Explanation: | The CE Bug Trap was designed in order to add value to a piece of gear that had been considered by the team as both underutilized and bland. With both new affinities and an amazing special ability, the new Bug Trap guarantees the chance at gaining vermin during showdowns. |

- Musk Bomb

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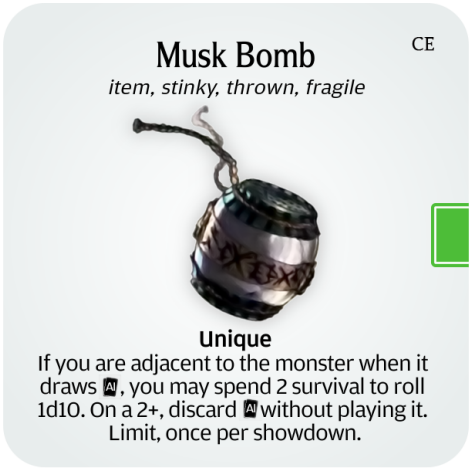
|---|---|---|---|
| CE: |  | | |

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|---|---|
| Change(s): | - Updated gear cost:<br>● 7x resources → 5x resources (v2.6).<br>- Right green half affinity added for greater gear grid synergy.<br>- Updated gear special ability:<br>● “If adjacent to the monster when it draws AI, you may spend 2 survival to roll 1d10. On a 2+, discard the AI card without playing it. Limit, once per showdown.” (v.2.6) |
| Explanation: | The Community Edition version of the Musk Bomb was designed with cost effectiveness and greater showdown utility in mind.<br>With the release of the 2.6 version of the Community Edition, the team has added a few other changes to this gear to improve its effectiveness and utility. We hope that players of all skill levels try this updated version of the Musk Bomb out. Let us know how it changes your gameplay experience! We’ve slightly upped the cost as well to balance out the buffs the gear recieved this update. |

# Plumery

## Settlement Location

CE:

Plumery
CE
1.6
Phoenix Helm
1 x hollow wing bones
1 x small feathers, 1 x bone
Phoenix Gauntlets
1 x iron, 1 x leather
1 x small feathers, 1 x bone
Phoenix Plackart
1 x iron, 1 x leather
1 x tail feathers, 1 x hide
Phoenix Faulds
1 x iron, 1 x leather
1 x tail feathers, 1 x organ
Phoenix Greaves
1 x iron, 1 x leather
1 x small feathers, 1 x organ
Feather Shield
2 x small feathers
1 x muculent droppings
Feather Mantle
2 x tail feathers, 1 x scrap
Bloom Sphere
1 x small hand parasites
3 x bone
Bird Bread
1 x pustules, 3 x hide
Sonic Tomahawk
1 x small feathers, 1 x iron
1 x hollow wing bones
Hours Ring
1 x shimmering halo, 5 x organ
Hollow Sword
1 x hollow wing bones
2 x bone, 2 x hide
Crest Crown
1 x phoenix crest, 6 x organ
Arc Bow
1 x phoenix whisker
1 x wishbone, 1 x scrap
Hollowpoint Arrow
1 x hollow wing bones, 1 x scrap
Finger of God
1 x phoenix finger,
4 x bone
Blood Sheath
5 x organ, 1 x hollow wing bone,
1 x muculent droppings
Rainbow Katana
1 x bird beak, 1 x rainbow droppings, 1 x iron, 6 x bone
Heat
Required

| Change(s): | - Updated gear previews. |
|---|---|

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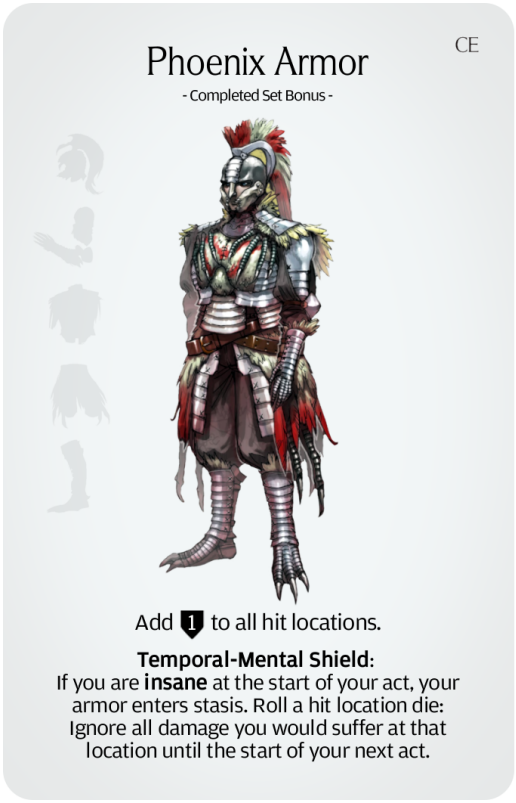
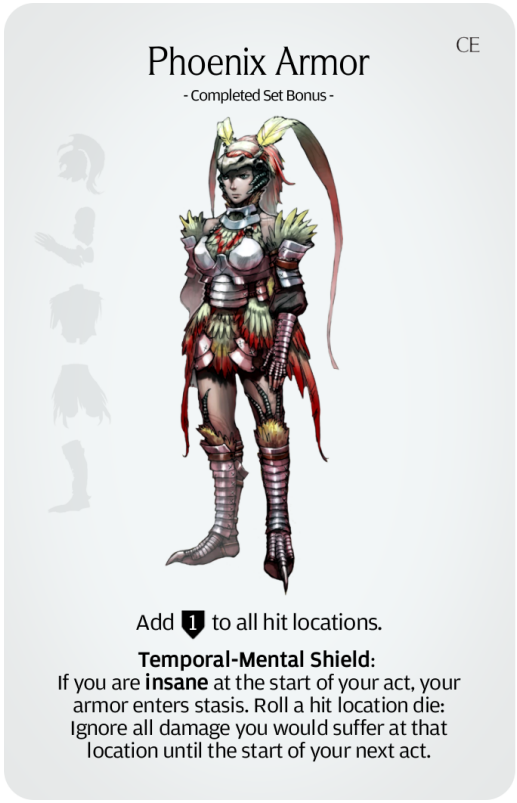
|---|---|
| | - Updated to reflect changes introduced in the legendary card pack and 1.6 version of *Kingdom Death*.<br>● Finger of God, Blood Sheath, and Rainbow Katana gear added. |
| Explanation: | After updating the affinities for multiple pieces of Plumery gear, changes to the settlement location were necessary to reflect what the Community Edition team had changed. |

## ● Phoenix Armor Set

CE:


Phoenix Armor
CE
- Completed Set Bonus -
Add 1 to all hit locations.
Temporal-Mental Shield:
If you are insane at the start of your act, your armor enters stasis. Roll a hit location die: Ignore all damage you would suffer at that location until the start of your next act.


Phoenix Armor
CE
- Completed Set Bonus -
Add 1 to all hit locations.
Temporal-Mental Shield:
If you are insane at the start of your act, your armor enters stasis. Roll a hit location die: Ignore all damage you would suffer at that location until the start of your next act.

| | |
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| Change(s): | - Updated armor ability:<br>● **Charge** removed.<br>● **Temporal-Mental Shield** added:<br>○ "If you are **insane** at the start of your act, your armor enters stasis. Roll a hit location die: Ignore all damage you would suffer at that location until the start of your next act." (updated in CE v1.01) |
| Explanation: | The Phoenix armor set had solid potential in the 1.5 core game update of *Monster*. Even with the 1.5 design's abysmal set of affinities, which made activating armor's various bonuses more difficult than necessary, **Charge** had a |

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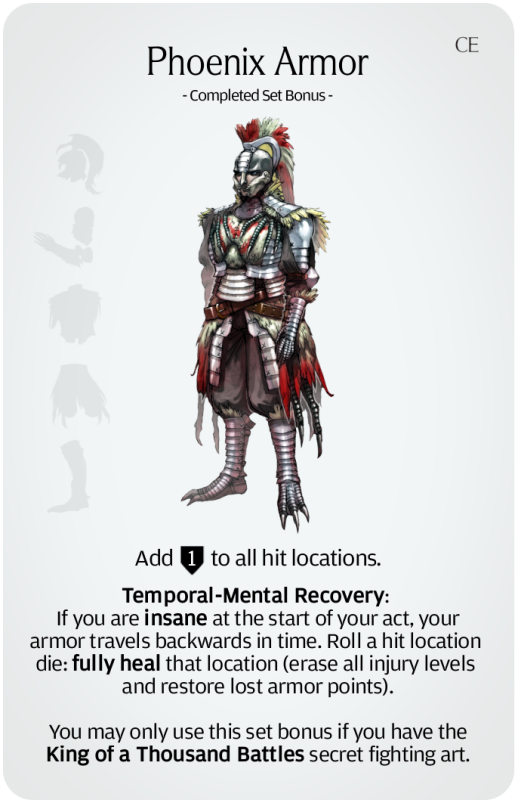
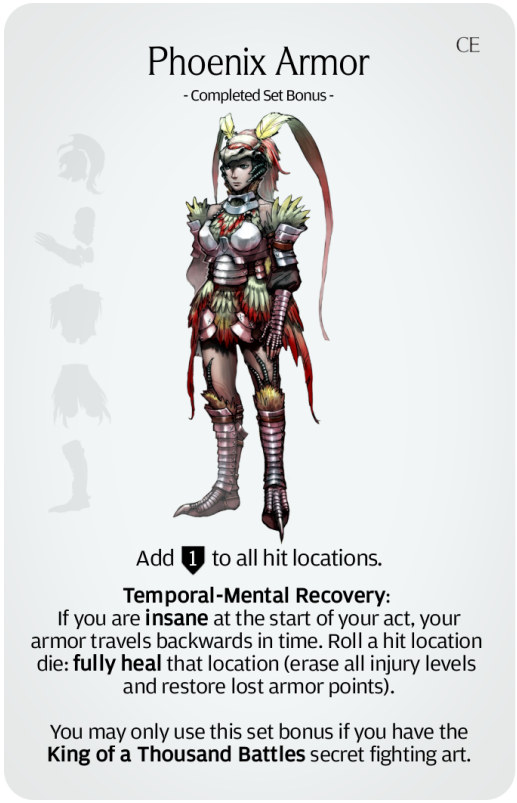
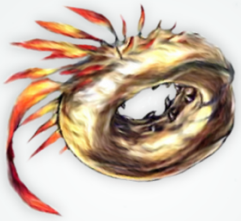
|---|---|
| | place within the game. Having access to another armor set that allowed survivors to bypass the weaknesses of cumbersome or low-strength weapons provided players with decent utility.<br>The Community Edition team redesigned the Phoenix armor set with utility in mind. The **Temporal-Mental Shield** ability—which was designed and play-tested by Fen—provides players with a pre-emptive insanity shield capable of protecting a random hit location. This ability incorporates the Phoenix's time manipulation abilities and allows survivors wearing full sets of Phoenix armor to utilize a powerful new damage mitigation mechanic. Though it is a powerful ability, it is not one that a player has full control over. Thus, it needs to be strong enough to make up for the fact that it may not always help during a showdown. A severe injury at any other location still has the potential to kill the survivor wearing the armor set.<br>The insanity requirement for activating the **Temporal-Mental Shield** is a limitation that the team incorporated to ensure that the armor remains balanced. Survivors will have to focus more on managing their insanity in order to maximize the benefits they are gaining from the armor. Remember, the Phoenix Plackart does gradually drain a survivor's insanity. |

- **Phoenix Armor Set (King of 1000 Battles)**

| | | | |
|---|---|---|---|
| CE: |  | |  |

| | |
|---|---|
| Change(s): | - Updated armor ability:<br>● **Temporal-Mental Recovery** added.<br>○ "If you are **insane** at the start of your act, your armor travels backwards in time. Roll a hit location die: **fully heal** that location (erase all injury levels and restore lost armor points).<br>You may only use this set bonus if you have the **King of a Thousand Battles** secret fighting art." (v.2.02) |
| Explanation: | This variant Phoenix armor set provides players with an exceptionally powerful "variant" armor set ability. A survivor gains access to this set bonus after defeating the King of 1000 Battles. The player that is using this survivor may choose between either of the Phoenix Armor set bonuses before the start of a showdown.<br>**Temporal-Mental Recovery** allows **insane** survivors to completely heal a random location at the start of their act. The insanity requirement for activation is both a thematic design choice and limitation that the team felt was necessary to better balance this new ability. |

- **Gear**
  - Hours Ring

| | | | |
|---|---|---|---|
| CE: | Hours Ring<br>*item, other*<br>CE<br>  <br>**Unique, Selfish**<br>During the Aftermath, if you died or ceased to exist, reset the campaign to the previous Settlement Phase's **Prepare Departing Survivors** step. Archive the Hours Ring. | | Hours Ring<br>*item, other*<br>CE<br> <br>**Unique, Selfish**<br>Do not gain any tokens for any reason.<br>Do not gain Hunt XP or weapon proficiency.<br>**Retired** wearers can **depart**. |

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| Change(s): | - CE v.2.0 introduces a redesigned version of the 1.5 Hours Ring.<br>  - Updated keyword(s):<br>  - **Selfish** added<br>  - Updated gear ability text:<br>  - "During the Aftermath, if you died or ceased to exist, reset the campaign to the previous Settlement Phase's **Prepare Departing Survivors** step and archive the Hours Ring."<br>- CE 1.3 Hours Ring added.<br>  - Updated gear ability text:<br>  - "Do not gain any tokens for any reason. Do not gain Hunt XP or Weapon Proficiency. **Retired** wearers can **depart**." (CE v.2.0) |
| Explanation: | With Adam Poots' recent clarification on the Hours Ring, the time-travel accessory became *Monster*'s single most broken piece of gear. Once crafted, the Hours Ring creates the foundation for an automatic campaign victory.<br>As Fen explained in his Patreon post, "The Hours Ring Facepalm," this mechanic essentially allows players infinite retries on any and every showdown so long as the wearer of an Hours Ring dies. Regardless of whether you suffer a total party kill (TPK) or built a survivor meant to kill themselves in order to activate the ring's ability, the 1.5 Hours Ring enabled players to reset every time a fight went sour. Players and groups that stockpiled the necessary resources for crafting the ring could reset any defeat ad infinitum. |

| | |
|---|---|
| | The Community Edition team, after having discussed the consequences of Poots' ruling at length, came to the decision that a CE redesign was necessary. The new version of the card returns players to the eighth step of the previous Settlement Phase, removing the ability to craft a new ring after the campaign reset occurs.<br>The CE team decided to include the **Selfish** keyword in order to better balance the ability to perform a campaign reset. Furthermore, as CE elements are designed to be interchangeable with core game content, players can choose which of the two rings they would like to include within their campaigns. |

- Feather Shield

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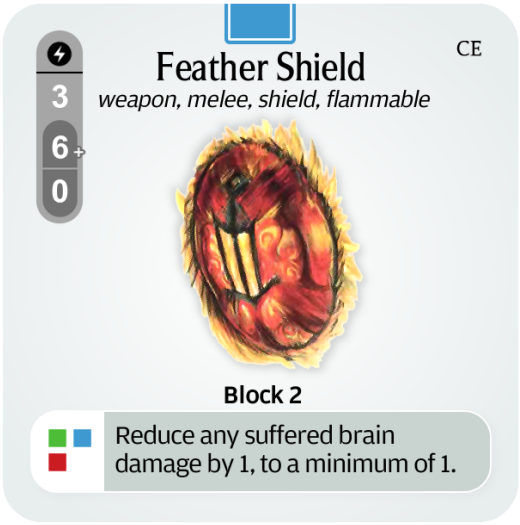
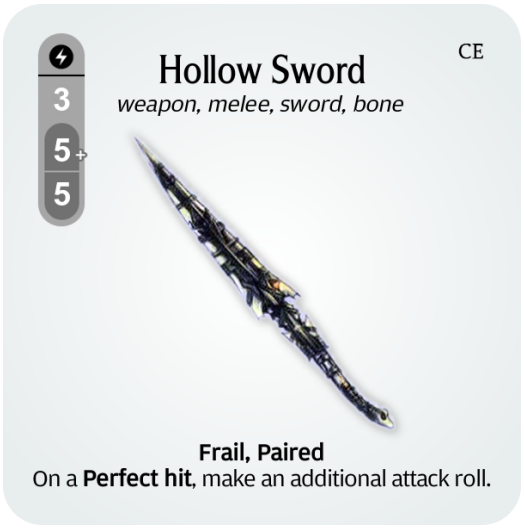
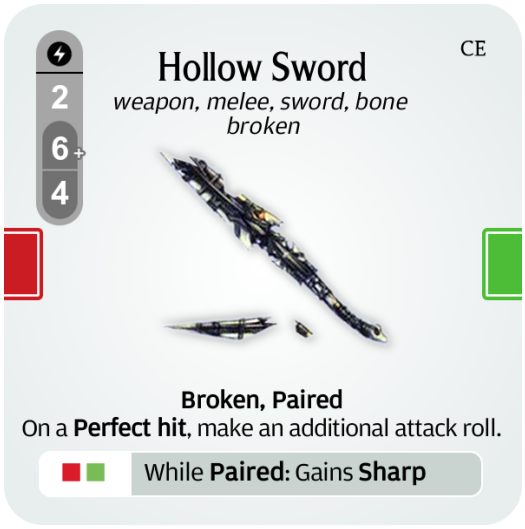
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Updated attack profile:<br>● 3/7+/0 → 3/6+/0<br>- Updated gear special rule:<br>● **Block 1** increased to **Block 2**.<br>- Updated card text:<br>● “Reduce any suffered brain damage by 1, to a minimum of 1.” (CE v.1.01) |
| Explanation: | As a mid- to late-game shield, the original Feather Shield was lacking as a defensive option. The CE Feather Shield provides players with a slightly improved version of the original that better compliments the armor set. |

- Hollow Sword

| | | | |
|---|---|---|---|
| CE: |  | |  |

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|---|---|
| Change(s): | - Updated attack profile:<br>● 3/5+/3 → 2/5+/5<br>- Updated gear special rule:<br>● **Frail** added.<br>- Updated gear "state" – Hollow Sword (**Broken**)<br>● Attack profile updated:<br>○ 2/5+/5 → 2/6+/4<br>● Affinity puzzle ability added:<br>○ "While **Paired**: Gains **Sharp**."<br>● New affinities added:<br>○ Left red affinity and right green affinity introduced. |
| Explanation: | The Hollow Sword was another piece of 1.5 gear that the Community Edition team felt could benefit from being overhauled. The weapon gains a better attack profile in the Community Edition and an interesting change from other frail weapons.<br>While **Broken** the Hollow Sword gains access to new affinities and abilities. Now, part of the challenge in taking advantage of this weapon's strongest properties include trying to break two Hollow Swords for maximum benefit. |

- Phoenix Faulds

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|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated weapon affinities:<br>● Left green affinity and down blue affinity added. |
| Explanation: | The Phoenix Faulds were updated in the Community Edition with new affinities to diversify gear grid combinations players are able to create with the Phoenix armor. The Community Edition changes also increase the set's potential for activating puzzle affinity abilities, which it was sorely lacking in. |

- Phoenix Gauntlet

| | | | |
|---|---|---|---|
| CE: | | | |

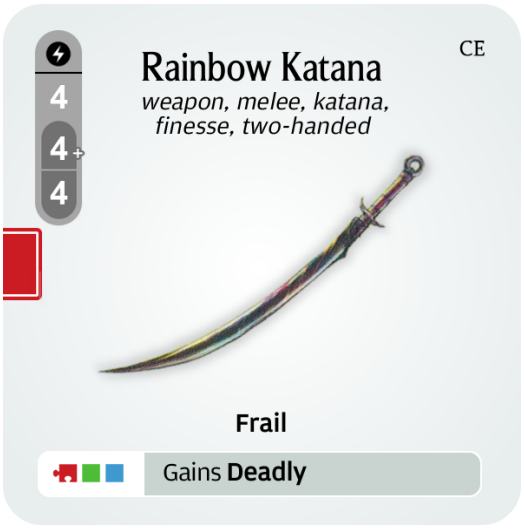
| | |
|---|---|
| Change(s): | - Updated weapon affinities:<br>● Left red affinity added. |
| Explanation: | With most of the Phoenix Armor set being changed in the Community Edition to include new affinities, the Phoenix Gauntlet was updated as well. The introduction of the left red affinity increases its synergy with other Phoenix gear and allows for new gear grid combinations. |

- Phoenix Greaves

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated weapon affinities:<br>● Left green affinity added. |
| Explanation: | With most of the Phoenix Armor set being changed in the Community Edition to include new affinities, the Phoenix Greaves were updated for parity and to increase their synergy with other Phoenix gear. |

- Rainbow Katana

| | | | |
|---|---|---|---|
| CE: |  | | |

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|---|---|
| Change(s): | - Updated gear special rule:<br>● **Frail** added<br>- Updated gear "state" – Rainbow Katana (**Broken**)<br>● Text added:<br>○ "This weapon cannot be used until it is repaired"<br>● Affinities updated:<br>○ Red affinity removed. |
| Explanation: | The Rainbow Katana has been updated in the Community Edition to have its own "broken" gear state. |

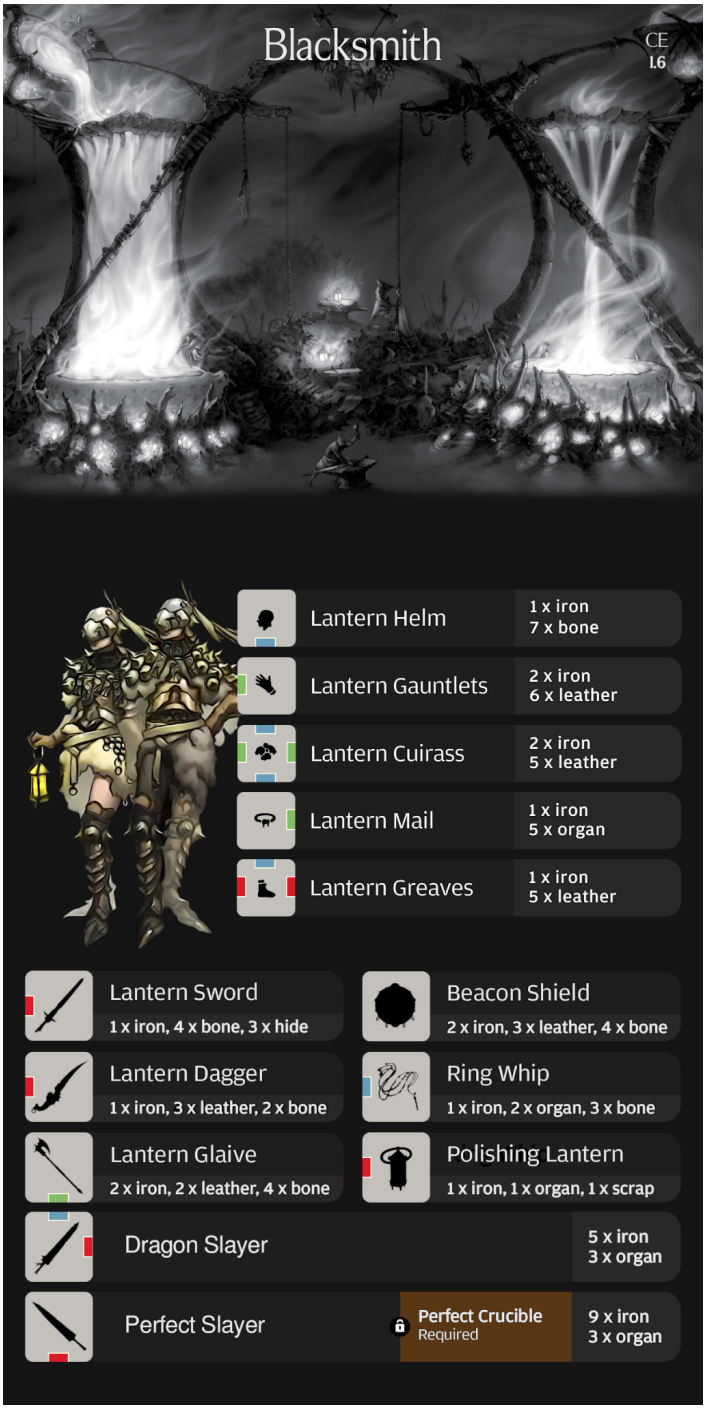
- Sonic Tomahawk

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated attack profile:<br>● 3/5+/2 → 2/6+/5<br>- Updated weapon keywords:<br>● "*ranged*" and "*thrown*" added.<br>- Updated gear special rules:<br>● **Paired** and **Range: 3** added.<br>- Updated gear affinity puzzle:<br>● "While **Paired**: Gain 1+ accuracy, +2 strength, and **Savage** when attacking with this weapon." |
| Explanation: | The CE Sonic Tomahawk incorporates several weapon buffs. Following discoveries made while play-testing, the team concluded that adding the "thrown" weapon keyword enhanced the Sonic Tomahawk's throwing axe design. Despite having less range than the Bone Darts, the updated Sonic Tomahawk offers players a mid- to late-game throwing weapon that could potentially benefit further with the release of a "thrown" weapon proficiency. Dual wielding the Sonic Tomahawks increases the overall effectiveness of the weapon. The **Paired** ability boosts the chance to both hit and wound monsters of all levels.<br>With the release of the 1.6 Sonic Tomahawk, players should choose which version of the card they want to play with at the start of their campaigns. CE Sonic Tomahawk will remain as an option for players at the same cost. |

# Blacksmith

## Settlement Location

| | |
|---|---|
| CE: |  |

| | |
|---|---|
| Change(s): | - Updated gear list:<br>● Scrap Shield removed from Blacksmith and transferred to Weapon Crafter. |

| | |
|---|---|
| | - Updated to reflect changes introduced in the legendary card pack and 1.6 version of *Kingdom Death*: (v.2.6)<br>● Polishing Lantern gear added.<br>● Updated gear costs.<br>● The Dragon Slayer no longer requires the Paint innovation to craft. |
| Explanation: | In order to better the diversity of usable gear, the Community Edition team decided on removing the Scrap Shield from the Blacksmith and adding it to the Weapon Crafter. By the time many players end up building their settlement's Blacksmith they are looking for the stronger defensive options found in the Beacon Shield, rather than the offensive focus that the Scrap Shield arguably had. When moved to the Weapon Crafter the shield offers survivors more options for training shield proficiency in the earlier lantern years of a campaign.<br>With the release of the official 1.6 updates, the Blacksmith settlement location received several changes—including a new piece of gear and gear cost alterations. CE Scrap shield remains with the release of CE 2.6. |

- **Gear**
  - Ring Whip

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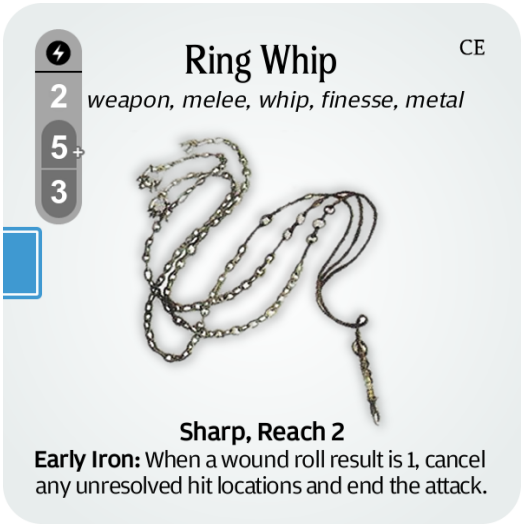
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Updated attack profile:<br>  - 2/5+/0 → 2/5+/3<br>- Updated gear special rule:<br>  - Improved **Early Iron** wording added. |
| Explanation: | The CE Ring Whip offers whip users a more potent end-game weapon than its predecessor in KD:M 1.5. The viability and usability of the whip is greatly augmented through CE **Early Iron**, CE Whip Proficiency, and a slight boost in strength! |

- Lantern Sword

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|---|---|---|---|
| CE: | | | |

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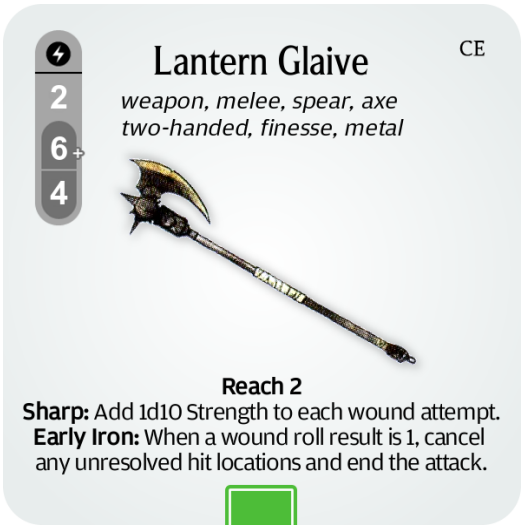
|---|---|
| Change(s): | - Updated gear special rule:<br>● Improved **Early Iron** wording added.<br>○ "When a wound roll result is 1, cancel any unresolved hit locations and end the attack." |
| Explanation: | The Lantern Sword remains largely unchanged, save for the inclusion of CE **Early Iron**, due to the potential of gaining this gear early on in a campaign. |

- Lantern Glaive

| | | | |
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>● CE **Early Iron** wording added.<br>○ "When a wound roll result is 1, cancel any unresolved hit locations and end the attack." |
| Explanation: | The Lantern Glaive remains largely unchanged save for the inclusion of the updated **Early Iron** text. |

- Lantern Dagger

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|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated attack profile:<br>● 2/7+/1 → 2/7+/2<br>- Updated gear special rules:<br>● Improved **Early Iron** wording added.<br>○ "When a wound roll result is 1, cancel any unresolved hit locations and end the attack."<br>- Updated weapon special ability:<br>● "While **Paired**: On a Perfect hit, gain +1 at the end of the attack. Limit, once per attack." |
| Explanation: | The CE Lantern Dagger incorporates several improvements that, alongside the general buffs to daggers, enhance it into a powerful end-game weapon option worth attaining. The new weapon special ability allows players a myriad of potential offensive and defensive applications during a showdown. Lantern Dagger wielders will be able to quickly move out of danger zones or into a monster's blind spot after scoring a Perfect hit. |

- Dragon Slayer

| | | | |
|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated gear special rule:<br>● **Frail** added.<br>- Updated gear special rule:<br>● Improved wording for **Early Iron** added.<br>○ "When a wound roll result is 1, cancel any unresolved hit locations and end the attack."<br>- Updated gear state: Dragon Slayer (**Broken**)<br>● Attack profile updated:<br>○ 1/6+/9 → 2/6+/0<br>● Gear keywords updated:<br>○ **Devastating 1** and **Slow** removed.<br>○ **Sharp** added.<br>● While broken, the weapon is downgraded.<br>○ It loses the "grand weapon" keyword and is transformed into a club. |
| Explanation: | The Dragon Slayer, like other frail weapons, is now susceptible to breaking and entering a **broken** state. The "broken" Dragon Slayer is the last of the weapons to gain the new keyword and gear state. |

# Mask Maker

- **Gear**
  - Antelope Mask

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>• **Outfit** added. |
| Explanation: | The **Outfit** special rule was added to allow this mask to better synergize with the core game armor sets. |

- God Mask

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>● **Outfit** added.<br>- Updated gear special ability text:<br>● "At the start of your act, if **insane**, gain 1 survival. You may perform 1 survival action 1 additional time once per round." (CE v.2.02)<br>○ CE v.1.0: "At the start of your act, if **insane** gain 1 survival. You may perform 1 survival action an additional time per round. |
| Explanation: | Despite this mask's puzzle affinity being exceptionally difficult to work with, the Community Edition team was able to transform this piece of gear into a mask truly worthy of a god. The God Mask is now worth the effort to activate. |

- Man Mask

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear keywords:<br>● "*rawhide*" and "*leather*" added.<br>- Updated gear special rule:<br>● **Outfit** added. |
| Explanation: | The "rawhide" and "leather" keywords were introduced to allow this mask to better synergize with core game armor sets. |

- Phoenix Mask

| | | | |
|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated gear special rule:<br>● **Outfit** added. |
| Explanation: | The **Outfit** special rule was added to boost the masks synergy with *Monster*'s various armor sets, allowing for new possible gear grid combinations and ways to retain completed armor set bonuses. |

- White Lion Mask

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|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated gear special rule:<br>● **Outfit** was added.<br>- Updated required special ability affinities:<br>● Requires two red completed affinities to activate rather than two green affinities. |
| Explanation: | The **Outfit** special rule was added to allow this mask to better synergize with the White Lion's. The changes to the affinities necessary to activate the mask's special ability was a thematic change as well as an indirect nerf to builds relying on abusing the Acanthus Doctor SFA. |

# Exhausted Lantern Hoard

- **Gear**
  - Oxidized Lantern Dagger

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|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated gear special ability:<br>● "While **Paired**: On a **Perfect hit**, gain to spend at the end of your attack. Limit, once per attack." (v.2.02) |
| Explanation: | The Oxidized Lantern Dagger was updated in the Community Edition for parity with its non-oxidized counterpart—increasing the daggers desirability during the lantern years preceding the Gold Smoke Knight. |

- Oxidized Ring Whip

| | | | |
|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated attack profile:<br>● 2/5+/3 → 2/5+/5 |
| Explanation: | Enhancing the Oxidized Ring Whip's strength, coupled with the changes made to Whip Proficiency, was all that was necessary to greatly improve the whip's battle effectiveness as late-game gear gated behind the Watcher. The CE team came to the conclusion that anything more may push the weapon in a negative direction. |

# Rare

- **Gear**
  - Forsaker Mask

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|---|---|---|---|
| CE: | | | |

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|---|---|
| Change(s): | - Updated gear special ability text:<br>● "At the start of your act, if **insane**, gain +1 [Activation]. At the Aftermath, you may archive this item to gain the **Mask Maker** Settlement Location." (CE v.1.01) |
| Explanation: | For the Community Edition, the team redesigned the Forsaker Mask to incorporate the best of both versions of the gear. |

- Lantern Halberd

| | | | |
|---|---|---|---|
| CE: | | | |

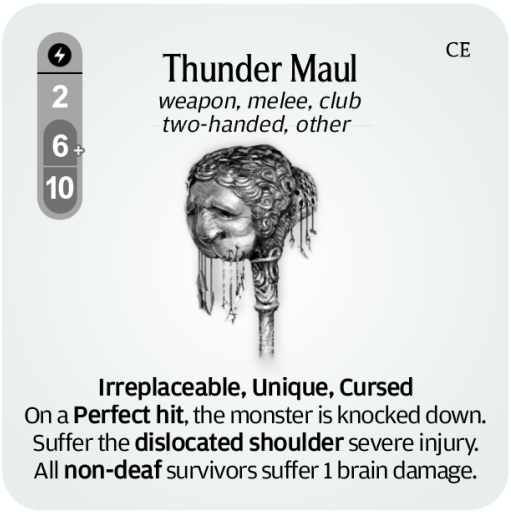
| | |
|---|---|
| Change(s): | - Updated gear keyword:<br>● "*lantern*" keyword added. |
| Explanation: | The CE Lantern Halberd was updated to include the "lantern" keyword that it was missing previously—as confirmed by game creator Adam Poots. |

- Muramasa

| | | | |
|---|---|---|---|
| CE: | | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>● **Frail** added.<br>- Updated gear "state" – Muramasa (**Broken**)<br>● Gains the "*broken"* keyword.<br>● Text added:<br>○ "This weapon cannot be used until it is repaired." |
| Explanation: | The Community Edition team decided to include a broken version of the Muramasa for parity among the frail weapons updated in the CE. |

- Thunder Maul

| | | | |
|---|---|---|---|
| CE: |  | | |

| | |
|---|---|
| Change(s): | - Updated gear special rule:<br>● Instead of suffering a severe arm injury, survivors wielding the Thunder Maul "suffer the dislocated shoulder severe injury". |
| Explanation: | In KD:M 1.5, the greatest weakness of the Thunder Maul is the weapon's tendency to kill the survivor that is using it. The Thunder Maul remains a dangerous, but powerful, weapon in the Community Edition of KD:M. |

# Regal Armor Armor Set

## - Regal Armor

CE

### Regal Armor

-Evolving Armor Set Bonus-

Gain this card when you suffer 🕮 **King's Curse** and are **cursed** with Regal armor gear.

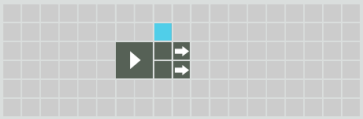
CE

### Regal Armor

- Requirements & Set Bonus -

| Armor | Effects |
|---|---|
| 2+ | A sudden curiosity for polearms: Two-handed weapons with **Reach** in your grid gain **Block 1**. |
| 3+ | This number seems familiar: Add 3 to hit locations transformed by 🕮 **King's Curse** if there's no **Accessory** worn at that location. |
| 4+ | If you have the **King's Step** secret fighting art while attacking with a spear: When you draw a Trap roll 1d10. On a 4+, cancel the trap. Discard it, then reshuffle all hit location cards. |

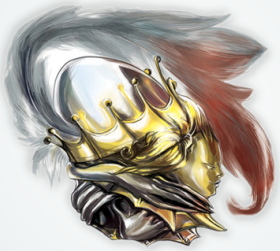
If 2+ Regal gear and a Lantern Halberd are in your grid: Curiosity becomes affinity. After spending 2, you may spend 1 to activate your Lantern Halberd with +3 strength. If you successfully wound the monster, it suffers knockback 2 in the direction indicated by the arrows at the end of the attack.



CE

4 **Regal Helm**

*armor, bone, metal, feather*



**Outfit, Cursed**
At the Aftermath, 🕮**King's Curse.**

CE

4 **Regal Plackart**

*armor, bone, metal*

**Outfit, Cursed**
At the Aftermath, 🕮**King's Curse.**

| | |
|---|---|
| Explanation: | *Kingdom Death: Monster*'s King's Man has been a subject of contention for years. Since the release of KD:M 1.5, the King's Man has been regarded by many to be both overly challenging and unrewarding as a nemesis monster. The Community Edition aimed to change this. CE 2.02 introduces updates to the nemesis that range from small clarifications to the new "evolving" Regal Armor armor set.<br>Furthermore, each piece of the armor set has been updated with the **Outfit** gear keyword. This allows for greater synergy between the Regal Armor and gear that share material keywords. |

# Community Edition Promo Gear

- Curious Lantern

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|---|---|---|---|
| CE: | | | |

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|---|---|
| Explanation: | We are excited to introduce new promo content for *Kingdom Death: Monster* with the release of the 2.02 version of the Community Edition. The Curious Lantern is one of two promo lanterns designed to increase the accessibility of CE content. Players of all skill levels will be able to make the most out of the redesigned Dark Trader settlement event, whether or not they own any other promo gear with the "lantern" keyword (e.g. Dying Lantern, Vibrant Lantern, etc.) To ensure that these powerful promotional lanterns are not incorporated without care, they can only be gained through the CE Dark Trader event as of this release and are gained randomly.<br>A reroll token may be used to reroll a single roll result. The survivor must keep the new result. All reroll tokens are removed at the end of the showdown. |

- Perplexing Lantern

| | | | |
|---|---|---|---|
| CE: | **Perplexing Lantern** CE<br>*item, lantern, other*<br> <br>**+★ Strength**<br>On **Arrival**, you may archive this to gain 1 **Broken Lantern** basic resource and roll 1d10:<br>1-3: You are knocked down.<br>4+: Gain the **Red Fist** secret fighting art and suffer the **bleeding** severe arm injury. | | |

| | |
|---|---|
| Explanation: | The Perplexing Lantern is the second of the two CE original promo lanterns that are being introduced in the 2.02 update. Like the Curious Lantern, it is promotional gear with the lantern keyword. |